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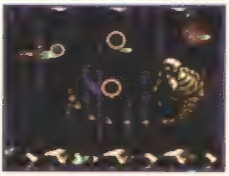
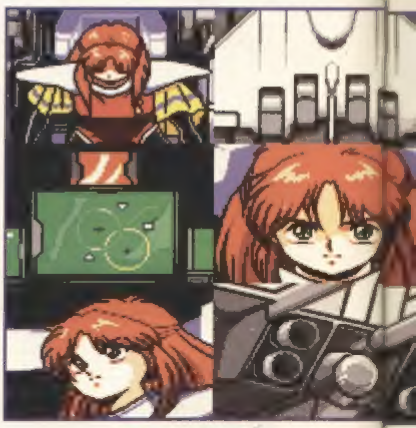


▲ *Biohazard: top-notch shoot 'em up action!*



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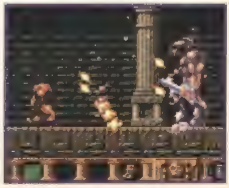

▼ Exclusive: James Bond is reviewed this ish!

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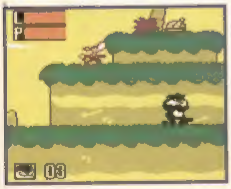

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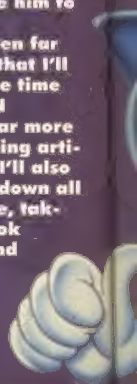
EDITORIAL

SO LONG BUT NOT SO

I'm vacating the Editor's chair as from next month, but that's not to say I'm disappearing from the mag. No sir! You won't get rid of me that easily. I'm becoming a Managing Editor, which means I'll be taking lots of long lunches with top industry figures and generally swanning around the office while the rest of the team do all the real work. So who's the new Ed? Well, you know him already - it's Rich Leadbetter, the phonebox fiend of the Western World. Unfortunately his telephonic tomfoolery will have to take a back seat as he devotes his life to doing all the hard editory type things like slapping the staff writers around for spending too much time playing the Streetfighter II coin-op in the games room and giving all the designers a dry roasting when they get all the screenshots the wrong way around. Still, he deserves it and I'm sure you'll welcome him to his new job.

The upshot of me being given far more time to loaf about is that I'll be able to spend much more time writing, which means MEAN MACHINES will be having far more features and other interesting articles in the coming months. I'll also be spending time tracking down all the latest CD-ROM software, taking a behind-the-scenes look at what it takes to make and film a CD-ROM game, plus I'll be getting the spec on Sega's new 32-bit wonder console which'll be released later on next year. So stick with us and watch us get better and better!

JAZ RIGNALL



THE STUNNING SONIC II TRANSFER

So, you want to know what to do with your amazing Sonic II transfer eh? Well, read these highly specific instructions very closely.

Firstly though, to create the ultimate in street-cred fashion wear, get yourself a plain white T-shirt.

To transfer the image to a T-shirt, set your iron to a temperature of roughly 140-150 degrees centigrade and leave the iron to warm up for around five minutes. Before starting, check that the T-shirt is clean, grease-free and flat (you can't iron it over seams). Placing a thick piece of card under the area to be used, first of all iron the flat area to remove any remaining wrinkles or creases.

Next, place the transfer FACE DOWN on the T-shirt and iron over all parts of the transfer. Keep doing this for a minute or so, trying not to move the transfer paper. Leave it to cool and then slowly peel back the backing paper. If, for some reason, it hasn't quite worked, just re-iron it again. And there you go - a topper Sonic II T-shirt that ISN'T available anywhere else! However, remember that when washing, you shouldn't put it in water over 40 degrees centigrade and DON'T iron directly on the image.

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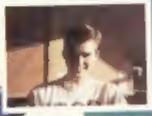
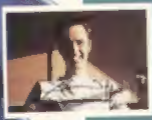
JULIAN "TOMMY ENGLISHER" RIGNALL
Jaz's love of two-wheeled transportation has its roots in childhood. Industry magnate and top Cordon Bleu chef Julian's dream was to be a World War Two Motorcycle Dispatch Rider. Could this also explain his predilection for wearing knee-length boots and jodhpurs around the office? Hmmm.
CURRENT FAVE GAMES:SONIC 2, STREET FIGHTER II - CHAMPION EDITION



RICH "NOT SORTED" LEADBETTER
Rich reckons he wasn't born until he was twenty so couldn't have had any childhood ambitions. He does, however, have one burning adult ambition which is to be as "street" as his hero, self-styled guru of cockernee credibility, "Mister C" out of the Shamen. Some guys just don't have any goals in life do they?
CURRENT FAVE GAMES:SONIC II, STREET FIGHTER II CHAMPION EDITION, ROAD RASH II

OZ "JULIET BRAVO" BROWN
We at the office have always been puzzled by Oz's tendency to choose Chun Li in Street Fighter, it all becomes clear now though. Oz's childhood dream was to be a Policewoman. "They all seemed so kind and were always helping people," says our confused colleague. "But I've grown out of it now and the uniform was getting too tight anyway," he adds hastily.
CURRENT FAVE GAMES:STREET FIGHTER II, ALIEN 3



ANDY "PRIMATE" MCVITTIE
"My main ambition," says our freshly-wed Prod Ed, "was to be Galen from Planet Of The Apes." Indeed, such was Andy's obsession with Roddy McDowell's humane baboon, that he now sports plastic surgery making him virtually indistinguishable from the heroic character.
CURRENT FAVE GAMES:PARASOL STARS, WORLD OF ILLUSION

RADION "I WANT TO BE ADORED" AUTOMATIC
He might be the youngest member of staff but Rad has by far the grandest ambition. "As a child I wanted to be an omnipotent being and spread love across the universe," admits our Godlike writer. Working as he does at MEAN MACHINES it looks as though Rad is half way to realising his dream. On your knees, sinners!
CURRENT FAVE GAMES:SONIC 2, WORLD OF ILLUSION, TWINKLE TALE

ANGUS "KING OF COMEDY" SWAN
Budding Jeremy Beadle, Gus says his only childhood ambition was to be allowed to visit Glasgow's renowned Tam Shephard's Joke Emporium alone so he could blow all his pocket money on such hilarious necessities as fart powder, bald wigs and sea monkeys etc. What a jolly funster he is, eh readers?
CURRENT FAVE GAMES:SONIC 2, STREET FIGHTER II

PAUL "CAN YOU 'ERE ME MOTHER" DAVIES
"As a child, my only ambition was to be like the great George Formby," says staff writer and all-round top light entertainer Paul. It was to be a short lived ambition though as Paul was arrested for flaunting his little stick of Blackpool rock in a public place. Ahem!
CURRENT FAVE GAMES:DARK CASTLE, SONIC 2

DAVE "SHOULDER-LENGTH RUBBER GLOVES" KELSALL
Dave's childhood ambition to be a vet has a strange and somewhat sinister origin. "I always wanted to be the guy who operated Basil Brush," admits our Elvis-like designer of his penchant for small, furry animals.
CURRENT FAVE GAMES:SONIC 2, WORLD OF ILLUSION

FRASER "MAJOR TOM" GRAY
Space Cadet Fraser has had a clear vision of his future since an early age "I'd do anything to get off this planet," quoth he, "just like my hero Buzz Aldrin." Our spaced-out designer is obviously closer than he thinks to realising his dream of off-world life.
CURRENT FAVE GAMES:SONIC 2, ATOMIC RUNNER, ALIEN 3

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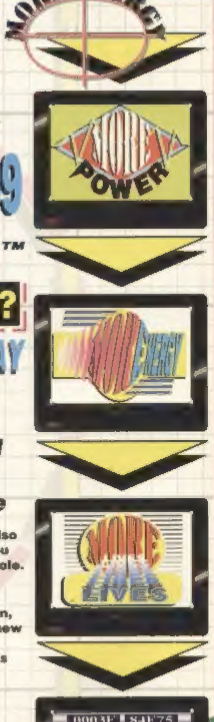

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NEWS

STREET FIGHTER II

STOP PRESS NEWS EXCLUSIVE!

DESERT STRIKE HITS 8-BIT

Domark have licensed Electronic Arts' most popular Megadrive title to date for conversion to the Master System and Game Gear - Desert Strike!

If for some reason you missed the colossal hype surrounding the Megadrive game, the scenario involves a mad Middle East dictator who's decided to annex a smaller country in the Gulf (sounds familiar?). It's your job, as a hardened helicopter pilot type to fly into the war zone and cripple the invaders' war machine. Sounds easy huh? Well, four levels packed with explosive action could well prove you wrong.

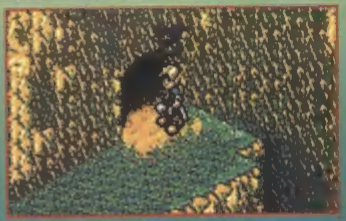
Domark are programming the Master System version with a maximum four-megabit cartridge and this should be available during August next year! The game should retail for £32.99. The Game Gear version is only a two-meg cartridge, but should be available at the same time for the price of £27.99.

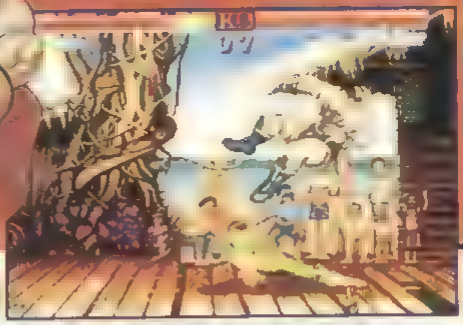
LANDSTALKER: TOP RPG!

Take a look at Sega's new RPG! It's called Landstalker and looks for all the world like a Megadrive version of Legend of Zelda III, but with an isometric viewpoint and more detailed graphics. The game promises to be especially massive: it's Sega's second 16-megabit cartridge, the first being Streets of Rage II.

As you can see from the graphics, Landstalker looks incredibly good. Along with the enormous map in the latest edition of Japanese magazine, Megadrive Fan devotes 11 pages to only a small section of the game!), there are a great deal more role-playing elements than Super NES Zelda III. You can build up a party of up to four characters, each with their own statistics, professions and weaponry.

Put simply, this game looks awesome. Rest assured, as soon as we learn more about it, we'll bring you all the juicy details!





▲ *Vega destroys Zangief in Street Fighter '92, the coin-op. The Megadrive version promises to be just as good!*

F1 FRIVOLITY

Domark have announced that they are to release a top notch Formula One simulator for the Master System, Megadrive and Game Gear. The game isn't due until August of next year and has only just gone into production, but promises to incorporate high-speed F1 action with topper car construction options. This part of the game allows to muck about with things like the tyres, the aerodynamics and telemetry of the car. Sounds cool eh? We'll keep you posted with any more news as soon as we get it.

MEGADRIVE FLIGHT SIM TAKES OFF

If you've conquered F22 Interceptor and wiped the floor with LHX Attack Chopper you'll be interested to hear that Domark are set to release their MiG-29 simulator on the Megadrive.

This covers on has all the speed of the Amiga original, along with very detailed polygon graphics to portray the action. As simulations go, it's supposed to be extremely accurate to the real thing. Domark have had access to complex technical specifications on the plane courtesy of the Russians themselves.

We've seen an early version of the game and it has the potential to be an excellent flight sim and should be out in the shops during [illegible] £39.99.

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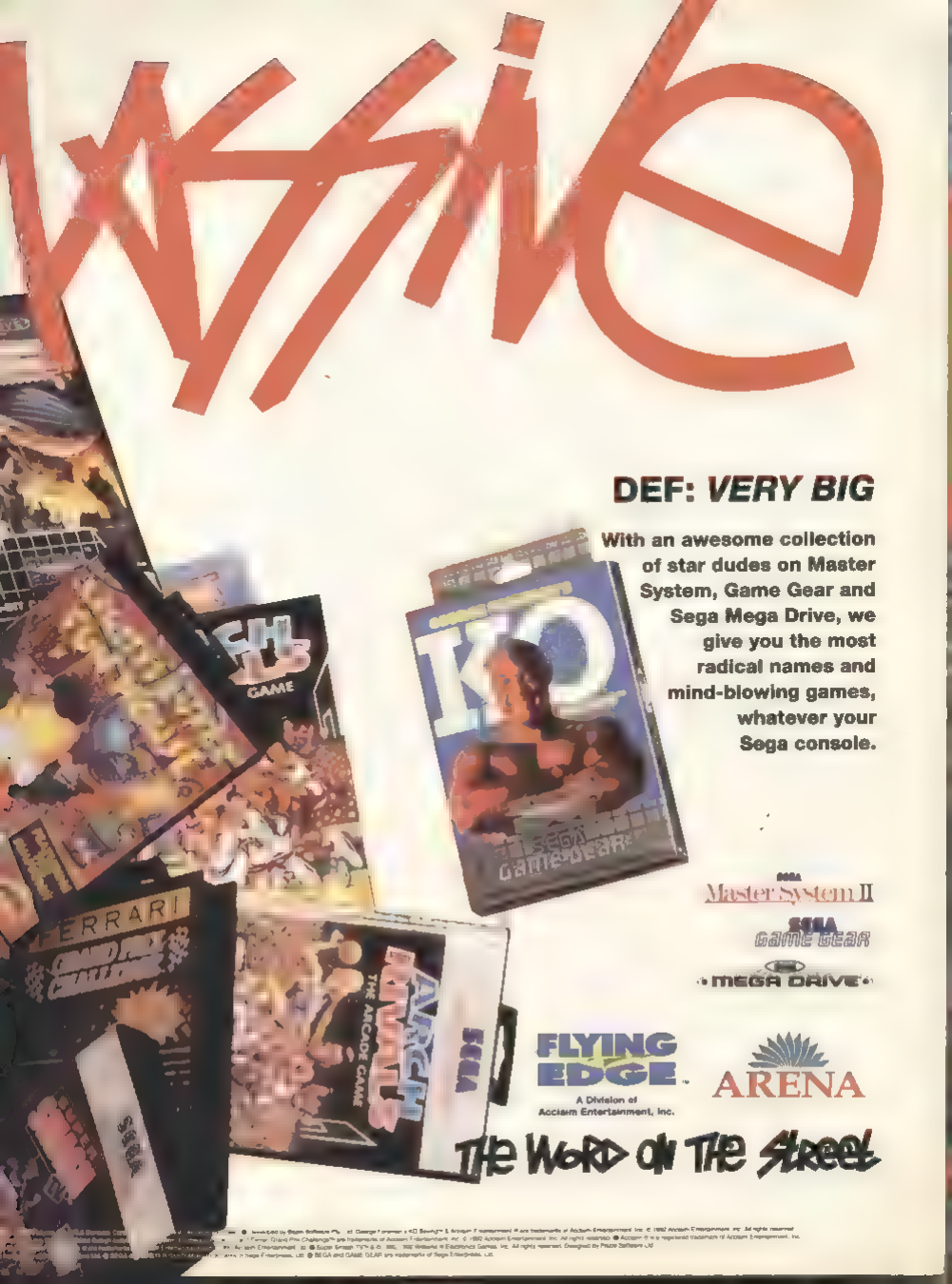
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With an awesome collection of star dudes on Master System, Game Gear and Sega Mega Drive, we give you the most radical names and mind-blowing games, whatever your Sega console.
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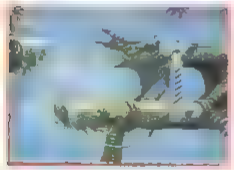
FLASH-BACK: BEST GAME EVER?



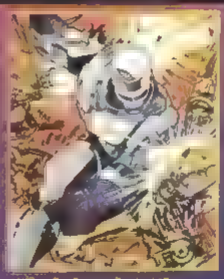
Our French partners at Consoles Plus have unveiled what looks like being one of the most fantastic Megadrive games ever! It's called Flashback, it's being programmed by Delphine Software in France and it's completely amazing! Although from the screenshots it looks like a graphically awesome platform game it is in fact a deep and involving arcade adventure, boasting animation that is lifelike - literally. It even knocks the company's previous extravaganza Another World (due out on the Megadrive early next year courtesy of Virgin) into a cocked hat in terms of amazing movement! We'll be bringing you more exclusive info on this completely cosmic game over the coming months. Look out for this game - it'll blow your mind!

ROBOCOP VS TERMINATOR

Just as this issue went to press, we discovered that Virgin Games have signed up one of the most explosive licenses yet. Tied in with the current series of comics, Robocop vs Terminator promises to be a truly excellent game, incorporating the two most popular cybernetic organisms ever to hit celluloid!

The comics manage to successfully combine the harsh future visions of Robocop and The Terminator and combine them into an all-action comics series, in which sees the two metallic monsters battling it out with the future of Earth at stake!

Virgin Games have confirmed that Robocop vs Terminator will be released for the Megadrive, Master System and Game Gear, with a release expected in the middle of next year. Stay tuned to MEAN MACHINES for more details.



▲ Explosive cybernetic action looming in Japan.

GAMESMASTER LIVE: MORE DETAILS!

The GamesMaster Live show in December is shaping up to be the greatest video games event ever!

At the show you can expect to see Electronic Arts showing off their amazing Road Rash II game (reviewed this issue). They'll have actual motorbikes connected to the Megadrive, making that two-player biking experience even more realistic! A "fat tat" parlour will also be set up enabling punters to get their favourite designs painted on.

Gremlin Graphics are heavily promoting their Nigel Mansell game with what they have called the Nigel Mansell experience! Basically, this is a FOURTEEN PLAYER interactive racing simulation! An experimental Lotus concept car will also be on display. But that's not all because Gremlin are also giving away bucketloads of lotties, effectively advertising their Zool Amiga game!

Domark are heavily promoting their James Bond game (also reviewed this very issue), with the Bond Aston Martin gracing their stand along with a Bond shooting range and plenty of Bond girls too! Add this to the massive amount of coin ops, Quasar Laser games simulations and Virtual Reality machines dotted around the show, and you've got the definitive video games show! Of course, every single one of these machines is set to FREE-PLAY!

The general stage area will be occupied by the man himself Dominik Diamond hosting up to four live challenges a day. The GamesMaster Patrick Moore, will also be beamed onto a massive video wall via satellite! Brilliant eh? Of course the entire MEAN MACHINES SEGA staff and NINTENDO MAGAZINE SYSTEM guys will be there mixing with the crowds and participating in video games challenges.

All of this is just the tip of the iceberg! To find out more, you'll just have to get yourself down to GamesMaster Live between 4-6 December! The show is being held in halls six, seven and eight of the Birmingham NEC. The tickets are running out fast - buy yours now by calling the booking office on 021 780 4133. Alternatively, fill in the booking form in this mag and send it off!

MORE MASSIVE ROBOT-RELATED MAYHEM

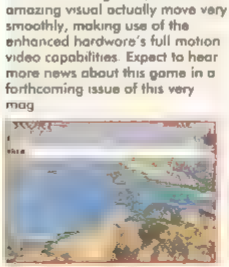
Remember that crappy Mega CD title Heavy Nova? It was a one on one beat 'em up featuring two massive robots battling it out for all out space supremacy. Well the good news is that a sequel Black Hole Assault (also for the Mega CD) is coming soon!

From what we can gather the game looks like taking the basic concept of Heavy Nova and adding in a whole host of new features. For a start the graphics have been completely overhauled introducing better sprites and backdrops. The combat action has been improved as well with a whole host of new robots and attack moves. Hopefully the playability and speed of the animation have been sped up as well. Many new options like tournaments and leagues have been added to. You can take your fights to many different planets too, each with different gravity levels and atmospheric densities!

Keep a look out for more details on this potentially excellent CD title.

TOPPER FRACTALS IN NEW CD GAME!

Currently doing the rounds of the Japanese press at the moment are these stunning fractal-based landscapes produced using the Mega-CD. The graphics are from a game called Silpheed, a graphically enhanced version of an old PC title released by Origin. That game was originally a scrolling shoot 'em up and we expect the Mega CD version to be no different - however, nothing on the PC looks anywhere as good as this! From what we gather, these amazing visual actually move very smoothly, making use of the enhanced hardware's full motion video capabilities. Expect to hear more news about this game in a forthcoming issue of this very mag.



▲ An accurate representation of the British talent. Where's Fred the weatherman then?

MORE MANGA MANIA

2089, Venus erupts with war. The planet has split into two opposing states, ISHTAR and APHRODIA. Shells explode and machine guns rattle as Ishtar tanks destroy IO the capital of Aphrodia. The city is becoming a prison camp, the streets are patrolled by tanks, a curfew is enforced and homes are stormed by the armed agents of Ishtar.

Enter the Killer Commandos - Hiro, Maggie, Miranda, Cathy and Will - a hard core, high tech monobike racing gang who recklessly decide to take on the Ishtar forces. Psyched up and armed they emerge from their hideout ready for battle.

THROUGH THE VAST OCEANS OF SPACE THE JOURNEY TOWARDS THE LEGENDARY STAR OF ODIN BEGINS...

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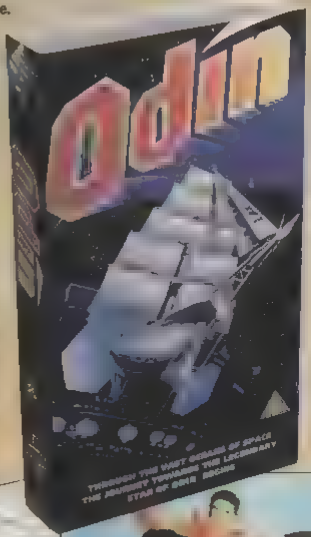
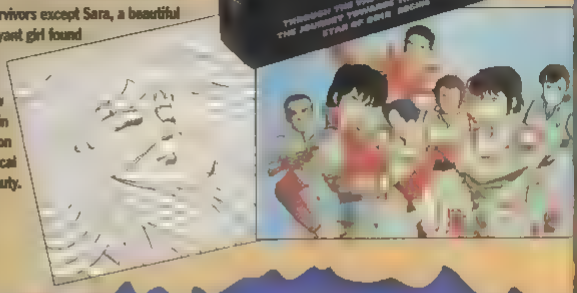


Earth's newest and most elegant photon starship is about to set sail on her maiden voyage when a mysterious SOS distress call sends the fledgling crew to save the Jupiter transit Alford. Arriving at the rescue destination, the starship finds the Alford demolished with no survivors except Sara, a beautiful clairvoyant girl found spinning through space in a life-pod.

Sara's mystic powers lead the crew off on a voyage through wormholes in space and into an alternative dimension in search of Odin, a mythological civilisation of great beauty.



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Iamleys, to bring us the Hamleys
Metropolis. This is a vast family
ntertainment centre containing
ust about every decent Sega
oin-op ever produced, including
he 360 degree gyroscopic "flight
imulator", the R-360.

According to Sega Amusements Europe, the compa-ny are extremely keen on erecting entertainment centres like this one, but away from the traditional arcade sites. This concept has already worked extremely well at Euro Disney, where a Sega entertainment centre has been installed since day one.

It all sounds rather amazing, so if you fancy getting a piece of the action, pay Hamleys a visit. The Hamleys Metropolis opens in November and is situated on the lower ground floor of the world famous toyshop, found in London's Regent Street.

▶ ***Sonic's world domination regime continues at Hamleys of London. Hurrah!***

TIME GAL: NEW FULL MOTION VIDEO GAME!

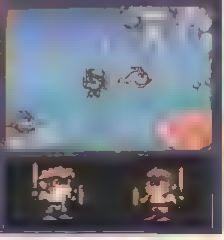
Look out for the animated antics of Time Gal, available soon in Japan for the Mega CD. It's been developed by Wolfteam, the company responsible for the graphically stunning Thunderstorm FX (reviewed in the last issue) and looks like being a full motion video cartoon with small Dragon's Lair-style interaction (that is, there isn't much at all by the look of it). Still, as you can see from the screenshots, it looks rather amazing. We'll review the game as soon as it arrives here at MEAN MACHINES Central.

MEGA TWINS ON MEGADRIVE!

Capcom's highly successful Mega Twins is coming out for the Megadrive! If you haven't seen it before, it's an amazingly playable platform game boasting the ultimate in Japanese "cutesy" sprites and backdrops.

As you may expect, the scenario is incredibly bizarre. Apparently (according to Capcom), 15 years have passed since the "Alulu Kingdom" paradise was taken by hordes of monsters. Twin babies descended from royalty have grown into distinguished-looking young men. They decide to bring order back to the paradise by slapping the monsters about and recovering the mystical "Dragon Blue Eyes" crystal!

The Megadrive conversion packs in just about every feature from the coin-op, including simultaneous two-player activities! Capcom's "comical and joyful game" as they like to call it, should be out in the next couple of months. Look out for more info in a future issue of MEAN MACHINES SEGA.



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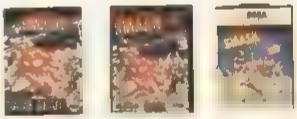
"Stupendously brutal, thrilling and rock hard...this is the ultimate shoot 'em up."
-Total



FLYING EDGE

A division of Acclaim Entertainment Inc

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1 PLAYERS

OPTIONS

CONTROL: JOY PAD

SKILL LEVEL: 11

GAME DIFFICULTY: NORMAL

1ST DAY SCORE

FINISH TWO LEVELS

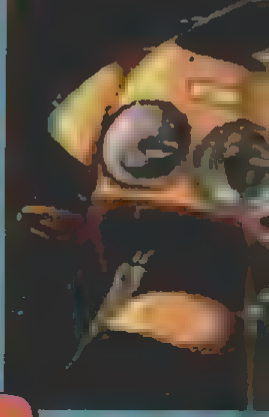
ORIGIN

HOW TO PLAY

Clamber atop your high-power motorcycle and burn up 14 other riders whilst avoiding the police.

ONE-TWO-PLAYER

Three different modes are available. Single player mode is much like the original Road Rash. There are two split-screen two-player modes, detailed later on in the review.



ROAD RASH II

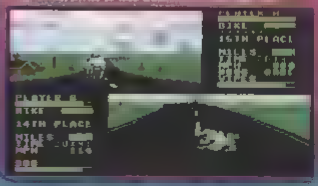
It's one year, almost to the day, since 1991's Road Rash tournament - the Ultimate biker's championship! As you may imagine, just like the world championship races the object is to travel across a circuit using your skill and your bike to emerge victorious. The difference is that Road Rash races are set on highways - amongst the normal traffic. The other difference is that any form of violence against another biker is allowed and indeed encouraged!

There are five major leagues in Road Rash II set across the same number of different highways. Each league has five races to complete before you are promoted. The landscapes offer many different hazards. Alaska, for example, is noted for its twisty roads, whereas at Tennessee you can expect to find trees growing in the centre of the highway!

As you start to win races and accrue some cash you can trade in your bottle-damaged Shuriken 500 for newer, better machines. Can you get your hands on $38 000 required for the ultimate in bike technology? Will you be able to ride it to victory in the most taxing race of all time?

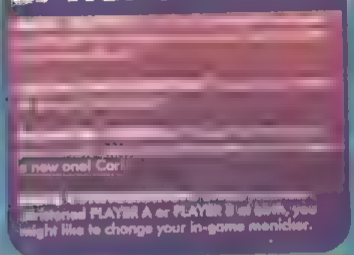
MEGA GAME

TWO-PLAYER ACTION



REVIEW

OPTIONS SCREEN



Bumps shoot you up into the air! Wow!

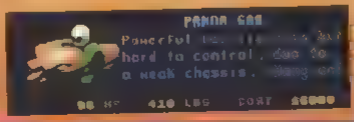
Player A suffers a nervous breakdown en route.

THE BIKE SHOP

Once you've amassed a fair amount of cash, you're likely to want to spend it on a new bike. The bike shop has fifteen different motorcycles to choose from. The cheapest bikes cost around $3000 to $4000. Should you wish to race with the 170mph Diablo 1000 N with all the attachments, you'll have to save up a whopping great $38,000. There are three different divisions of motorcycle you can buy.

SUPER BIKE

Ultra Light bikes are exactly what they say. The weight these bikes are excellent in terms of acceleration and handling. However, to keep the weight down, the bike's engines are not as powerful as those in the Super Bike or Nitro Class categories.



ULTRA-LIGHT

Super Bikes [illegible] promise between weight and power. Even the range bikes like the Shogun 900 are capable of speeds above 130 mph. Just remember that these bikes are likely not to accelerate or handle as well as Ultra Light variety.

REVIEW

The chain weapon puts paid to a level three

Burning up Arizona!

COMMENT

I'm a mega Road Rash fan, having played and completed the original games many times, so I was especially looking forward to this sequel. Having seen it and played it, I'm both relieved and disappointed. I'm happy to say that Road Rash II is better than the original, with faster gameplay, more tasking opposition and more bikes! The two-player modes are excellent as well - the split-screen action is mega fast and highly furious with no sign of slowdown. So why am I disappointed as well? I think it's because the actual concept and execution of the game is no different from the original game. In fact, if you own the original and aren't going to use the two-player option, I would have a few reservations recommending it because the changes aren't really that noticeable. However, judged in its own right, Road Rash II is the most fun, exciting road racer available for the Megadrive. Let's just hope that Road Rash III (should it ever appear) is a completely NEW game.

LEVEL PREVIEW

There are five main levels in Road Rash II, each featuring a larger variety of terrain than the original game. You are allowed to race on each track, as many times as you want on each level. The higher your level, the longer you have to race on the track. During stage one, you only have to race about six miles on each track. By the time you reach the last level, you're racing a marathon 75 miles! Aargh!!

WARP FACTOR ONE

Should you choose a bike from the Nitro Class, you're able to squirt nitrous oxide into your engine a certain number of times, depending on the motorcycle chosen. A practised double tap of the B button produces this effect, which causes your bike to travel at speeds of 20mph in excess of its top speed!

NITRO CLASS

Nitro burst: high HP and light weight. You can't imagine it, so buy it!

146 HP 286 LBS COST $38840

The bikes in this class might look a bit lame. This because the mechanics have chosen the best beasts from the other two categories and attached nitro boosters to them. Since these custom bikes are in short supply expect to pay through the nose for them - in fact the top bike with the nitro attachment costs $10 000 more than the non-nitro model.

An ill tuned power burst can be dangerous, but you love danger! Go for it!

148 HP 515 LBS (IT'S YOURS)

CLUBS, CHAINS AND LEATHER

At the beginning of the race, you only have your fists and feet to use against the other participants. However, you can blag a couple of different weapons to increase your damage potential. The club (as seen in Road Rash I) disposes of riders with relative ease, but you have to be quite close to use it. Your luck's in if you get the chain. This is just as effective as the club, but works at a longer range as well!

ALASKA: GOLD RUSH

The rough terrain of Alaska is your first destination. Plenty of tough turns await on this level. Also the road is littered with potentially dangerous debris. The in-game description names this as one of the toughest tracks.

HAWAII: MOLOKAII EXPRESS

Sun-drenched Hawaii is your next Rashin location! This level is noted for the density of the road side obstacles, especially the trees! Watch out when taking those corners or you might be going home in a teak overcoat.

ARIZONA: HOODOO'S REVENGE

The baked dirt and sand of Arizona end themselves well to the Road Rash tournament. Although quite easy to conquer on earlier levels, the action really hots up on later stages with some especially difficult hazards to overcome!

TENNESSEE: SMOKIN' MOUNTAIN

Tennessee's highway is situated on very mountainous terrain. As you might imagine, this roughly translates into a very bumpy road. The high altitude of the mountain also lends itself to a damp atmosphere and thus a slippery road!

VERMONT: MAPLE RUN

Maple Run sounds very easy to complete, but in fact it's one of the toughest races available in the Road Rash tournament! Keep a look out for bumps on the road that send you flying. You can't steer whilst in the air and you might land straight in front of a rock!

COMMENT

Being completely motorbike mad, Road Rash is one of my all-time faves, and this sequel has been the cause of much anticipation since it was first announced. Now I've played it, my feelings are mixed. This is more of a Road Rash with extra bits rather than a completely new game. The two-player mode is great fun, and the new bikes offer plenty of hi-tech scratching. The problem is that these are the only real enhancements. Tutelar tracks, motorway sections, real race tracks, all-road sections, trick riding, very computer remote and even stunts are things I'd have loved to have seen included in this. Sadly, the programmers have opted for the same game formula as the first, and as such Road Rash experts will find themselves simply applying the same tactics they learned in the previous game to beat this. Yes, it's a bit more challenging than the first, but really it's not as difficult as it should be, especially when you consider how similar the games are. The overall mark we've given is really for the benefit of those who haven't already got Road Rash in their collection, since taken as a game in its own right it's the most exciting and addictive racing game available on the Megadrive. If you've already got the original, though, there simply isn't enough enhancements and new features in this to justify buying it.

PRESENTATION 95

92

78

91

93

OVERALL 93

A bit too similar to the original perhaps, but Road Rash II will deliver in the fun and excitement departments. The best

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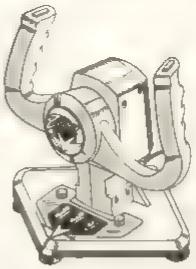

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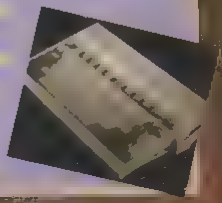

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MEAN YOB

They seek him here, they seek him there, he manages to get to people everywhere. YOB is here again to answer your letters, to wind people up and make them laugh. If you've got something entertaining, inane, informative, constructive or even destructive to say, or have pictures, photos or whatever, send them off to:

THE SADNESS THAT PREVAILS DOES SOMETIMES MAKE ONE WONDER MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

▲ Yes that's how I would like to see Sonic finished off. Now!

WHERE ARE YOUR EYES?

Dear YOB
What an excellent idea it was to split your magazine in two. Now people no longer have to pay good money to read half a magazine. I find it very confusing to read about a review to find out that the game is not out yet. Surely at the end of the review you could put the scheduled date of release. Furthermore for one would find it very useful if you released a booklet regrading the percentages to put the games in context with other games of

Today, Alas, it would be good if you could put an alternative box in which to compare the best game of a genre to the one to the one that you are reviewing. Finally it would be a good idea if you could tell us what has been released in each particular month.
James Young

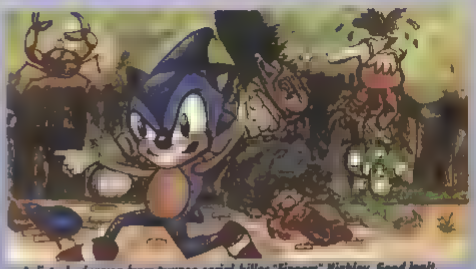
amazingly accurate the news flabbergasting, the rating system ingenious and the results creative but the reviewers are iterate (unlike GamePro, Sega Power and other such mags) and seem to understand the needs of normal games players. So I look forward to getting MEAN MACHINES every month even if it has cost me over $100 to buy every issue from 4 to 22, and arrives in Australia 3 to 4 months late. That's why my letter might be [illegible] by the

TOO MUCH OF A GOOD THING

Dear MEAN YOB
To start with MEAN MACHINES is great. Not only are the reviews

time I get the mag, all the competitions have expired - so please send me the star letter and a Super Nintendo, autographed by you. If you didn't like that last sentence, white it out and forget about it. I hope you let get a good laugh from my comic in return for the laughs I've had from from YOB and Jazza's final bit. Even if you do print this letter you don't need to print that last bit. Start printing when I put the letters on. Now! I am a bit annoyed at the moment about quite a few things, but I won't go into any of them except this one (because the others are not to do with video games). Game licenses. What is it with the people who make video games, these days? They get terrific licenses and then stuff them up. Terminator, Navy Seals and Star Trek are prime examples but then they ignore the potential of some excellent action movies, and produce games of Hudson Hawk, Darkman and Moonwalker. What about good films like Delta Force. The Punisher and how about the fabulous Akira? There could be a Road Rash-esque section on the motorbikes, a Crackdown type section looking for Tatsuo in the hospital, and a shooter with the big laser cannon, and eventually Tatsuo himself!
But with such great games like Streetfighter II about, one realises how good video games can be, so it is sad that the people who make games seem to be just churning them out, often just to make money without thinking about the players. I may drop by if I ever get to England. Until then may the Force be with you, and may Jeremy Beadle's car explode with him in it.
Tom Emery, Victoria, Australia

Dear YOB,
Personally I think that your mag is one of the best on the market, or rather it is best mag on the market. Anyway, I think that what you are doing with MEAN MACHINES SEGA and NINTENDO MAGAZINE SYSTEM is a really mega idea. Now let me settle a few arguments on Sega and Nintendo which are getting on my nerves. A lot of Mario freaks say that Mario 3 and 4 is better than Sonic therefore Mario is better than Sonic, well I've got news for you Mario freaks, there is only one Sonic and 4 Marios what do you expect is going to be better. Well I think that Sonic one is better than Mario 1 and 2 and that is just the first when part 2 comes out it may even be better than Mario 3 and 4 so you Nintendo Mario lovers better start thinking of some new news before you say Mario is better than Sonic because it ain't. Please put this in both MEAN MACHINES SEGA and NINTENDO MAGAZINE SYSTEM because my point must get across to every MEAN MACHINES reader on this earth. Anyway keep up the good work up there.
Adie Okunola, London


A disturbed vision from trainee serial-killer "Fingers" Highley. Good knit.

ARE YOU SITTING COMFORTABLY?

Dear YOB the slob
Don't you think Trumpton is a brilliant TV programme? With brilliant characters like Hugh, Pugh, Barney mgroo [sic], Cuthbert, Dibble, Grub. I think it's ace, so suck eggs you dirty old forty pants man.
The Fart Master, Marsaworld

SO SAD, NEVER MIND

Dear YOB
I would just like to say what a prat Gregory Marsh from London is who wrote in saying that all us console chaps (and chapesses) are kids. I am 14 and have a Megadrive, Master System and NES which I enjoy playing on very much. I buy a lot of console magazines, and I am a regular reader of MEAN MACHINES SEGA cos it's an ace mag. However, I do not refer to myself as a kid just because I am interested in video games. I also have a 520 STFM and I read ST Format, Atari ST User, and various other ST mags, which I find interesting. So I don't think that computers are just for adults or people who own an Escort XR2i.
PS We own a Peugeot 405 SRi, so ner Greg.
Anon

STAR DONUT

Dear MEAN 'Con' MACHINES
I went and bought your MEAN MACHINES SEGA. I looked through it and watched the tape and thought what a con, I've just spent four pounds on that. I've been buying MEAN MACHINES

More sick scribblings. This time from the deranged pen of David Livett.

since issue 1 but I don't think I'll get it again, so don't expect me to spend the odd fiver a month on your * @& ~ magazines
Mario Nicholas, Cheshunt, Herts

but to my surprise all that was there was Gear and Megadrive. Sure y you could have found even one game for the Master System? Besides that I was quite pleased with the video so howz about one every 4-6 months? While on the subject of consoles could you tell me the best footy game on the Megadrive and SNES and if it's not much bother a good golf game for both as well (as I will be getting either a Megadrive or SNES within the next two months) Diolch yn fawr (thanks a lot)
Mark Wheeler, Gwaelod-y-Garth, Wales

Dog-related buffoonery from that master of mirth and son of Mr and Mrs '92 - Donny '92

Dear Mean YOB
Now that the Super Nintendo has finally arrived in Australia I am distressed to see that Sega are reacting badly. The amount of advertising on TV about the Megadrive has gone down and they actually think they need to give away £150 worth of free software with the Megadrive to make it sell.
I think this is wrong, you buy a machine for games not for free bies. As the Megadrive owners needn't worry about the Super NES invasion so stop writing in to complain about it. Anyway, the Megadrive hasp heaps of games and the Super NES will only have 25 games available by Christmas in Australia! Thanks for reading this letter you can insult me now because I have finished.
Tim Chmielewski, Victoria, Australia

Dear YOB
Is this letter the shortest letter you ever received?
S Wilson, W Midlands

SEND TO Q+A NEXT TIME

Dear YOB
I am wondering if you can help me. I have an American Game Gear and I would like an AC adaptor for it but I can not get hold of one from anywhere. The fitting on the English adaptor is too big for the Game Gear socket. Please can you tell me where I can get one from. I will be grateful for any information.
A R Wise, Coldharbour, Surrey

A SATISFIED CUSTOMER

Dear YOB
All I am writing for is to say how brill your video was. Truthfully I was expecting one of you lot to bore us to death instead I was amazed because I was totally and utterly gutted because of the quality of the video produced. In simple terms no rubbish.
Sonic 2 looked to be amazing and so fast but at the other end of the scale was Taz-man 2 on the Game Gear. I've seen some sad games, but this takes the award for saddest of the year. I would say the game looked and sounded like a load of old rabbit droppings! As MEAN MACHINES SEGA is for ALL Sega consoles I was expecting some Master System stuff as well

Eric must have borrowed the mixed feelings and cynical boxing gloves to do this.

BO-O-O-O-ORING

Dear YOB
My two friends Tim and Paul are constantly bitching at each other about there console/computer. Tim has an Amiga and Paul a Megadrive which are both good but I prefer the Amiga. In class today they were shouting at each other like hell. Paul says you get better games on the Megadrive maybe yes but doom or Monkey Island 1 and 2 and the Amiga has printing facilities. What do you think?
Sam, Knaresborough, N Yorks.

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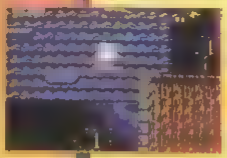
HIGH SCORES

Hello, good evening and welcome to MEAN MACHINES SEGA's first ever high scores page. It's the section that gives you the chance to show off to all and sundry about your remarkable game-splaying prowess. However, even if you're a complete baboon with hooves instead of hands, you shouldn't have much trouble beating the motley assortment of scores detailed hereabouts. If you reckon you're a bit of a Sega hardcase post your scores, along with a few details of how you achieved them to us here at: THIS IS BIG ENOUGH TO MAKE YOUR EYES WATER AND NO MISTAKE MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



8,495
Dan and **Ross Towes**
Gillingham, Kent

463,320 on Earth gravity for 9 mins 26 secs
Dan Towes, Gillingham, Kent

322,990 Earth gravity
Dan and **Ross Towes**
Gillingham
Kent

Turbo board
Dan Towes
Gillingham
Kent

9,000
Dan Towes
Gillingham, Kent
BMX 134,650
Ross Towes, Gillingham, Kent

Completed with 6 lives left, 2 [illegible] 0 credits used
Dan Towes
Gillingham
Kent

369,600
Chester Greenidge
East Dulwich, London

365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent

13,124,930
retired at level 3
Dan Towes
Gillingham
Kent

310,800 Professional level completed in 45 minutes with 6 men left
John T Fawcett, Blackhill, Consett, Co Durham

GOLDEN AXE
277 A+++ Duel mode using Gilius Thunderhead
Dan Towes
Gillingham, Kent

ELLFIRE
1,611,110 completed on easy level
Dan Towes
Gillingham
Kent

MERCS
719,750 completed in original mode
Ben Lawn
Harlow, Essex

MICKEY MOUSE
1,254,700 completed on hard mode
Dan Towes, Gillingham, Kent

MOONWALKER MAINTENANCE
2,104,100 completed on Normal level
Dan Towes
Gillingham
Kent

QUACK
876,500
completed with 7 lives left
Dan Towes, Gillingham, Kent

REVENGE OF SHINOBI
362,800, level 7-1
David Banford, Lewes, E Sussex

9,999,990 completed with 6 gems
Dan Towes
Gillingham, Kent

STREETS OF RAGE
528,600 completed on Normal level
Dan Towes, Gillingham, Kent

1,295 completed with Toe Jam
Dan Towes
Gillingham
Kent

[illegible] POWER SPECIAL
471,900 completed without using a credit
Dan Towes, Gillingham
Kent

[illegible] 1,561,400 completed in 42 minutes on Hard level with 6 men left
John T Fawcett, Blackhill, Consett, Co Durham

MASTER SYSTEM

[illegible] 550 completed
Christopher Clarke, Wigan, Lancs

ALEX KIDD IN MIRACLE WORLD
69,200 reached level 15
Christopher Clarke, Wigan, Lancs

[illegible] THE HEDGEHOG
311,200 completed
Jamie Carpenter, Southwell, Notts

SUPER KICK OFF
25-2 both teams on division 3
Jamie Carpenter, Southwell, Notts

287,860, level 58
Paul Haseldine, Stapleford, Notts

1,070,210 finished with all jewels
Paul Haseldine, Stapleford, Notts

ALIEN STORM
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent

BLOCK OUT
193,881, got to level 8 from level 0, Flat Fun mode
Dan Towes, Gillingham, Kent

CALIFORNIA GAMES
HALF PIPE
53,000
Dan Towes, Gillingham, Kent

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COME CLOSER, FRIEND

Dear Jazz
I have a few questions for you to answer by the way I have got a Master System
1 Will Taz Mania ever be coming out on the Master System? If so, when?
2 When will Streets of Rage be coming out for the Master System and when will you be reviewing it? Will Streets of Rage 2 ever be coming out for the Master System and is part one going to be any good?
3 Will Strider 2 ever come out for the Master System and if so when?
4 Will Superman ever come out for the Master System? If so when?
5 On Sonic 2 on the Master System can you be Sonic and Two-Tails at the same time or one after the other? When will you be reviewing it?
6 Will Ecco, Fight Aquatic Games and Green Dog ever come out for the Master System?
7 I would like to make my own game for my console How would I go around making it and how much would it cost me and how long would it take?
8 Was Julian and Angus on You Bet when the boy said he could name five games by listening to the sound for five seconds?
9 What is your fave game for the Master System except the Wonderboy games?
David Henderson
Oxford
JAZ: 1. Yep - check out the review in this month's ish. 2. Yes, towards the end of the year - as for the rest wait and see. 3. It looks like a February release at the moment. 4. Possibly Easter next year 5. Again, check out this issue. 6. Nah. 7. About £50,000 and about a year's worth of programming. 8. You bet! 9. Impossible Mission.

Dear Jazza
I have some questions for you to answer
1 In my home town everyone is selling their Megadrive for a SNES do you think that's a good thing to do?
2 Will Streetfighter 2 be coming out on the Megadrive?
3 A boy in my town thinks the SNES is far better than the Megadrive do you agree with him?
4 When will the Mega CD be released?
5 Is Alien 3 any good on the Megadrive?
6 When will WWF be released on the Megadrive?
7 Will WWF be any good?
8 What do you think of Two Crude Dudes on the Megadrive and F22 on the Megadrive?
9 Will Final Fight come out on Megadrive?
David Taylor Caithness Scotland
JAZ: 1. Not unless you want to play SNES games. 2 Indeed it is. Check out the news! 3. No. 4 The latest date from Sega is January. 5. Yeah, it's great. 6. Christmas. 7. Dunno. 8. Crap 'n' skill (in that order).

I LOVE MY SNES

SWING YOUR PANTS

Dear Jaz
Please please please answer these questions because I'm desperate to know!
1 Does Fatal Fury look any good on the Megadrive?
2 Does Streets of Rage 2 have graphics as good as Streetfighter 2?
3 Is WWF on the Megadrive as good as the Super NES version and is it exactly the same?
4 Is Fatal Fury the same as the Neo Geo version?
5 Please please please give me the release dates for these games WWF Fatal Fury Streets of Rage 2 and James Bond
Please answer these questions as I am dying to know
Neil Star Kingswinford, West Midlands
JAZ: 1. Looks okay - but wait for the review. 2. Not exactly. 3 They look very similar - but I won't pass comment until I've played the final version. 4 Similar 5. WWF, Streets of Rage II and James Bond Xmas, Fatal Fury, February.

NELSON POLO

Dear Jazza
Firstly I want to tell you how [illegible] I am to have a megadrive
[illegible]
games Index at the back of the new Sega mag is totally rubbish, in fact it's as good that I bought the good rating games for
[illegible]
and Desert Strike. Tejas
[illegible]
1 Will Strider 2 come out on the Megadrive
2 Can you give me a full list of all Mega CD games that are out

THE LOOKING ONE

Dear Jaz,
I have a Game Gear and would like to ask some questions
1 Will Sonic 2 be as good as Sonic or will it be better?
2 When will Lemmings be coming out for the Game Gear?

...h hand held machines are ...tter for graphics Game Gear ...s Lynx?
4 The Game Gear has the least ...mount of games will there be ...more games produced?
5 ...s the price of Game Gear ...games coming down?
Nigel Hughes, Hitchin Herts
JAZ. 1. Better. 2. November. 3. Lynx. 4. Yes. 5. No.

MORATIO MIX

Dear Jazza
I am an owner of a Master System and would be very pleased if you would answer my questions.
1 Will Lotus Turbo Challenge 1 or 2 be coming out on the Master System and if so when?
2 What is better Asterix or Donald Duck?
3 What is the best RPG on the Master System?
4 Will Ferrari Grand Prix Challenge, Super Off Road or Road Rash be coming out on the Master System and if so, when?
5 Are there any more driving sims lined up for the Master System and if so what are they?
A Very Hopeful Fan of Driving Sims Living in Tynemouth
JAZ. 1 No. 2. Donald Duck. 3. Check out the index at the back of the mag, but I reckon the Phantasy Star games are best. 4. No. 5. Not at present.

MOON MONEY

Dear Jazza
Please could you answer my questions so that I can make my mind up about whether I buy a Mega CD from America when I go
1 Will the American Mega CD work on the English Megadrive?
2 Will Streetfighter 2 and the Terminator 2 arcade game come out on the Mega CD?
3 How much will Streetfighter 2 cost and when will it come out for the Mega CD?
4 And finally is Wonderdog worth getting?
Nick Jennings, Solihull, Birmingham
JAZ: 1. No. 2. Street Fighter II is not on CD, it's a 16-meg cart 3. Give me a flippin' chance...

DUCKIN' AND DIVIN'

Dear Jazza
Please help I have phoned everywhere to try and find out when the next CES is on in Chicago I would be grateful if you could tell me because I am going to go Do you need to book tickets in advance to get into the CES? I would be happy if you could give me some details soon and I'm sure more people would like to know more about it
Robert Reid, Edinburgh Scotland
JAZ: It's a trade only show, so if you're a member of the public you won't be allowed in The place to call if you're still interested is the McCormick Center in Chicago - the show will be held sometime around May.

WHEELIN' AND DEALIN'

Dear Jaz
I have recently purchased a Megadrive and was wondering if I could connect it to an Amstrad CTM 644 co our monitor Is it straight forward to do or do I have to see a special st? Please print this letter as I desperately need the answer
Josh Robertson, Limpley Stoke
JAZ: 1. No chance, meaty matey, not without serious rewiring

NINJA DAY OUT

Dear Jaz
I have not had my Megadrive long and I already have loads of questions for you Please could you answer them?
1 What is the best boxing game on the Megadrive?
2 Will Streetfighter 2 be coming out on the Megadrive?
3 What is your best game of all time?
4 Can you get any of the Super Wonderboy games for the Megadrive?
5 Will there be a Golden Axe 3?
6 Will Shadow of the Beast 2 be coming to the Megadrive?
7 How much does a Master System Convertor for the Megadrive cost?
8 Are there any good kickboxing games for the Megadrive?
Ian an Kelly Ash Somerset
JAZ. 1. They're all pretty dire - James "Buster" Douglas Boxing is the least crap of them all 2. As I've said before, read the news page! 3 Stargate? 4. Only Wonderboy IV in Monster World (which is very good). 5. Yes. 6. Yes. 7. About £30. 8. No. None at all, in fact.

YOU KNOW I ... A SWEET TOOTH

Dear Jaz,
I have some questions about the Megadrive
1 Is Senna Super Monaco officially out yet?
2 If so is it better than Super Monaco Grand Prix?
3 Is Gynoug better than Hellfire?
Paul Gray, Bedford, Bedfordshire
JAZ: 1. Yep. 2. Yep. 3. Nope.

WANT TO PLAY GAMES EH?

Dear Jaz
Could you please answer my questions?
1 Is Bulls V Lakers and Jordan V Bird any good?
2 I've seen Hit the Ice on the arcade but do ya reckon it's good on Megadrive?
3 My friend has a console called Micro Genius. He says it is an early version of the mighty SNES, is he right?
4 Name your best game out of Sonic, Psycho Fox or Alex Kidd in Miracle World
LK, Luton, Beds
JAZ: 1. Bulls is great, Jordan is bull. 2. It's okay, but is nowhere near as good as EA Hockey. 3. No. 4. Sonic.

NOW YOU'LL BE MINE!

Dear Jaz,
I hope you can answer my questions!
1 Do you know if Streetfighter 2 will be coming out on the Megadrive?
2 Is Wrestle War on the Megadrive any good?
Gufffhed Mike, Gufffhedville
JAZ: 1. Aaaaaaaaaaaaaggggh. READ THE NEWS! 2. Yes.

HA-HA! HAAA ...

Dear mega cool King of the Consoles Jazza, I've got a few questions for you.
1 Will there ever be a Streetfighter 3?
2 Do you prefer Japanese, American or English consoles?
3 Is there a job vacancy at MEAN MACHINES?
4 Would you send me £5?
5 If not would you send me a the team's autographs?
7 Why am I such a spaz?
Rory Lewis, Streatham, London
JAZ: 1 Yes 2 I don't give a toss as long as it plays games 3 No 4 Get stuffed 5 Paxo, boy 7 Genes and DNA.

THIS CUP HAS SUGAR IN IT

Dear Jazza
Please can you help me out? You see, I can get a game for my Megadrive every month, but I don't know of any decent games can you recommend any games which are good, in terms of playability, absolutely and most of a graphics. Please help as I have only got two games and I hope to get many more but only with your help
Andrew Vince, Atherton, Manchester
JAZ: Read the index up the back and choose

TIMMY GRAVITY

Dear Jazza
Could you please answer the following questions
1 What do you think of Alien 3?
2 Do you think there is any chance of Streetfighter 2 or Final Fight being released on the Megadrive?
3 What's the worst game you have played?
4 What's the best game you have played?
Daniel Sharp, Mansfield, Notts
JAZ: 1 Brill 2 Final Fight is a CD-only game and will appear early next year. Streetfighter II? Wheeeee! Bongo! Bongo! Whapple, whapple. Woo! Woo! Spinning! Yowzer Oooo-eeee! Oooo-eeee! Mooo-awa! Sponnnnnggggg!

WE'RE BAKING WE ARE

Dear Jaz
Could you answer few questions please
Will Streetfighter 2 ever be out for the Sega Master System? If so when?
2 Will it be anything like the Super NES versions
Philip Goldby, Northampton
JAZ. 1. Never. Definitely Never, never, never. Not on your Nellie. Not at any time.

SHAKE, SHAKE, SHAKE... AND RELAX!

Dear Jazza
I am about to own a Megadrive and I thought you might answer my questions
What's the best game and worst game on the Megadrive?
2 What do you think about PGA Golf Tour, Road Rash and Wrestle War?
3 What game do you think I should get first and second?
4 I own a Master System with two fifty games do you think I should sell it console with a few games and buy a Megabase CD version for a Megadrive?
Paul Bell, Sunderland
JAZ- 1 Ever seen the index up the back of the mag? Use it. 2 Skill, skill, good 3 Road Rash and PGA 4 Only if you can afford it

STUPID OLD MAN

1 What's Kid Chameleon like - good, bad or like a Miss Marple marathon on BBC2?
2 Got any cheats for Flicky, it's monotonous
3 What's the best out of EA Hockey, Desert Strike, Sonic 2 and John Madden's '92.
5 When will you be reviewing
me any crap about not being any

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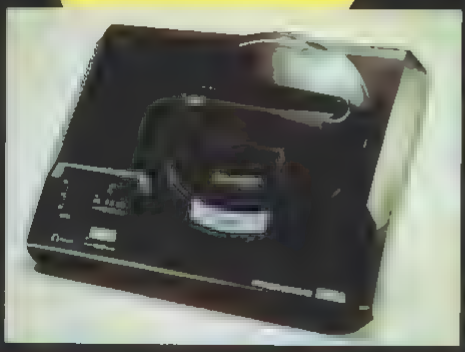

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TIPS

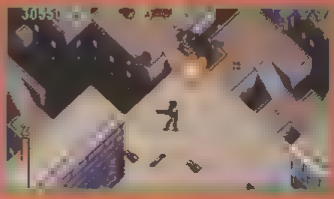
Hiya! Welcome to the MEAN MACHINES Tips Section! This month, although it took immeasurable effort and loads of time, we've managed to put together a massive amount of tips spectaculars, including a top Atomic Runner guide put together by none other than Paul Davies! Chuck Rock, Olympic Gold and Bimini if we have room), providing that complete tips superiense! But we want more! MORE! Get writing now with your greatest tips for your newest games! Now! The address is: THE TIPS SECTION, MEAN MACHINES SEGA, Priory Court, 30-32 Ferringdon Lane, London EC1R 3AU. We'll be handing out loads of toppen prizes for the best tips over the next few months so get writing!

MEAN MACHINES MAPS

Here at MEAN MACHINES SEGA, we're after the greatest maps ever put down on paper. But we need your help! Grab the nearest (and greatest) game and get mapping! Try to use strong colours and keep your maps looking neat. If we can print them as is, brilliant! However, by keeping them tidy we can reproduce them using our own fab technology here at MEAN MACHINES Central. We'll be handing out huge software bundles to the senders of the best maps, so get going! Mark your envelopes LOOK AT THE SIZE OF MY MAPS and send it to MEAN MACHINES SEGA, Priory Court, 30-32 Ferringdon Lane, London EC1R 3AU!

PREDATOR II

So, you're very weedy in the gamesplaying department and just can't get to grips with Predator II then eh? Well MEAN MACHINES comes to the rescue thanks to the last of pass words sent in by Jade Vereen of Trowbridge in Wiltshire.



LEVEL:
LEVEL:
LEVEL:
LEVEL:
LEVEL:

BUDOKAN

Fascinating. Well, that's one term to describe this tip from Toby McManus from Aberdeen. He reckons that if you choose the Bo as your weapon, hold down A, B, or C and push LEFT you block every move your opponent makes. What's more, as this happens, your Ki level builds up. When it reaches the top, walloop your opponent. Since your Ki level is so high, the blow decks your opponent and wins you the round!

PRO ACTION REPLAY CODES

Got the US versions of the following games? Well try out these top codes for infinite lives sent in courtesy of Anthony Cousins of Southend on Sea. If any of you lot out there have any topper codes using the Action Replay, Pro Action Replay or Game Genie, send 'em in - NOW.

SONIC THE HEDGEHOG:	FFFE120003
DARK CASTLE:	FF130B0003
FATAL REWIND:	FF021C0002
ZANY GOLF	FFE9A20005
SHADOW OF THE BEAST:	FF1A12000C
DESERT STRIKE	FF10B70003
STORMLORD:	FF0025005

TIPS

FANTASIA

Hmmm interesting Well, any way this little tip from Toby McManus of Aberdeen is at least It turns out that in Fantasia whenever you leave an area and then return all of the notes and power ups are returned enabling you to collect them all over again! This way, you can get loads of lives (sorely needed in this game) and plenty of notes to satiate your Master's needs Check out the caverns in the Earth World for tons of notes, along with the Pastorale in the Air World! Excellent! Cheers Toby

MERCS

This classic tune up is one of the best available for the Megadrive with even the mere mortal singing its praises and why not! Still, away with such idle banter, it's the tips we're most concerned with. This guide to each of the bosses should keep

Your enjoyment for a while. They were sent in ages ago by Tom Harkins of Bath. Check 'em out

To defeat the plane at the end of this level, keep moving from the back to the front of the screen dodging from side to side. Keep shooting at all times.

At the beginning of the second mission, pick up the green gun and keep it until the end of the level. Now, when you face the tank, stay at the bottom of the screen and rapidly fire (an autofire pad might come in handy here). When he fires at you, use the Megacrash weapon and finish him off by running up and down the left side of the screen, constantly blasting

Easy! Just bombard the chopper with Megacrash attacks and keep to the left of the screen out of range of the chopper's deadly touch!

Shoot at the boat constantly, dodging the explosives. Now, whether fires, move from side to side. When the boat stops firing, let rip with everything you've got! Soon the beastly boat should bite the dust!

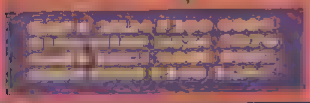
Move up close to the train, shooting out the turrets. Then, when the main part of the train appears, keep shooting at it and in the air before the missiles hit you!

At first, use Megacrash attacks on this boss before the missiles land. Then, move around the screen in a square, shooting when you can. Easy

There aren't that many tips to give here. Just get rid of your Megacrashes as soon as possible! Then keep shooting and hope your reflexes are up to the job of dodging the flak!

SUPER MONACO GP

Digging through the MEAN MACHINES vaults I chanced upon this pretty decent tip for Super Monaco GP I lost the Senna game First of all enter this code!



Right then note the 0100 at the beginning of the second line This is the efficiency of your car in percentage terms So with this code you've got a 100% efficient car Good eh? Now play and look at how fast you go! The only snag is that you've got to use the automatic car doh To go even faster change that 0100 to 1000 wow! Thanks go to Geoffrey and Michael Smith of Northampton with out whom printing this code would not have been possible...

TIPS

TOM FOOLERY

These codes, also sent in by Anthony Cousins of Southend on Sea, enable you to gain infinite lives this time using just the bog standard Action Replay. They also work with the Pro Tool too. Again they only work on the US versions of the games.

[illegible] MANIA
[illegible]FF00130003

[illegible]
[illegible]00[illegible]0

SPLATTERHOUSE II
FF00170004

WIMBLEDON TENNIS

Alex Trebowicz of Ealing reckons himself as some kind of cunning individual. And why not when you come up with top tips related goods like this? This code for Wimbledon Tennis powers-up your player and gives him the best possible power, speed and skill. Good eh? Well here's the code.

[illegible] BEE XHASE

AIR DIVER

This game may be soooooooo old, but this just [illegible] Mark Lewis of Wolverhampton are quite [illegible] got to the [illegible] Now, [illegible] when the map screen comes the plane over the ocean and hold down START. While your [illegible] A, B, C, [illegible] the following.

MOT[illegible]
LA[illegible]
ACE[illegible]
[illegible]

[illegible] and keep at least [illegible] your plane is [illegible]

DECAPATTACK

Here's an incredibly useful strategy thought up by [illegible] Mansley of Swadlincote. This excellent plan of action to get rid of the main beastie at the end of the game!

First of all, it's vitally important to save up your potions. They aren't really needed so much in the bulk of the game. Instead, save them for the boss and let rip with all of them before he can begin to attack you. You now have the excellent basis on which to destroy the guardian.

After this, use a series of short, sharp attacks on the behemoth, centring your attention on the head. Don't stay there too long, or he's bound to let rip with a hideous, lethal attack. Just keep repeating that and the final boss should be defeated!

ASTERIX

Yikes! Gregory Nutley from Wood Green in London has sent in an exceptionally devious cheat for this completely fab Master System title. It lets you get a massive 9 lives! Good eh? Well over to Gregory to tell you all how to do it.

"Go to the [illegible] Level 4-2. After killing the [illegible] carpet go into the cannon pointing up right and blast off. You land between two cannons, one pointing up the other pointing up right. Jump into the cannon pointing upwards to land in the [illegible]. Pick up the pot to get the extra life and then fly down before the pot disappears. When you land go to some room and blast off again. Repeat this process again and again to get a massive [illegible] of 99 lives! This cheat works for Asterix and Obelix but it's slightly harder for Obelix.

So there you go. Any complaints? I don't think so.

NINJA WARRIORS

[illegible] that gives you 999 lives? Well [illegible] can use your [illegible] for as long as you want lives? The key to achieving this is [illegible] bizarrely named [illegible] selecting the [illegible] but points mode! Easy eh?

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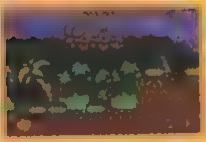
So, you fancy mastering the greatest Virgin Games release yet then eh? Well, you've turned to the right pages. These tips, from Chuck Rock master, James Cawley should put you well on the way to the final confrontation with the evil Gary Gritter! Retch

CHUCK ROCK

LEVEL 1-1



This level is very easy to finish. The programmers designed it just to ease you into the game. Master the technique of setting a rock down during this level. Just grab hold of a rock, press B and DOWN at the edge of a platform and you should be able to jump up on it, thus reaching previously unreachable parts of the game map! Hearts are found everywhere, so you shouldn't have much of a problem getting hold of extra energy.

BOSS 1

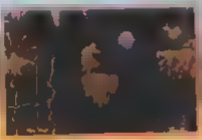
This boss is pretty easy to defeat. When he's on the right side of the screen, jump off the platform, pick up the rock, jump onto the lower platform and throw the rock to the top platform. Jump up picking up the rock and throwing it at the boss. Repeat this seven more times to do away with the evil beast.

LEVEL 2-1

There's only one lip for this part of the game and that's why don't bother with the lift, it's a complete waste of time!

LEVEL 2-2

When you get to the lift near the end of the level, chuck the rock nearby onto the lift, then touch the lift. Leap onto the rock and jump to the platform on the right. Continue right for a short cut to the exit.

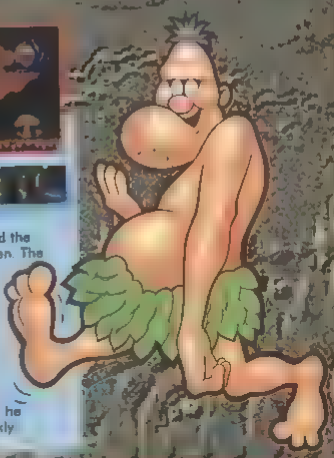


LEVEL 2-3

You'll doubtless be thankful for a safe route through this level of terror. The safest route possible for this stage is just to continue along the top platforms and you should reach the exit with little or no problem.

BOSS 2

Easy! Just stay around the right side of the screen. The boss should land next to you, allowing you to belly-butt him with ease. If he doesn't act in this way, jump onto the ledge and butt him off of it! Once he's in the corner, rapidly belly-butt him and he should die very quickly.

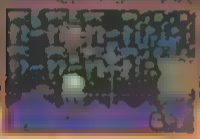


LEVEL 3-1

The safest thing to do on this level is to stick to the ground forsaking the routes through the level that involve swimming. Sometimes, you have no choice but to swim to get around impassable land masses. Should your energy reach dangerous levels, go swimming as most of the energy hearts are below the water level. Just don't stay there too long! Alternatively just kick the hell out of its middle area, around the flippers and emerge occasionally for air.

TIPS

CHUCK ROCK



LEVEL 3-2

This level is more or less like level 3 - but longer. Once again, going under water will lead you to the hearts quickly. However, luckily there are few of the energy restorers on the land as well. Phew.

BOSS 3

The trick here is to stay next to the fiend's head. Once you have figured out the best distance to be from the boss's head, just kick the living daylights out of the massive guardian. He may occasionally get you with his bubble blasts, but the damage inflicted shouldn't be that significant.

LEVEL 4-1

The best tactic we can suggest for this level is to stay under water for much of the level, surfacing only to get your breath back, or to get around the unpassable hazards like the lumps of ice. Be alert for the energy restoring hearts. You'll need them.

LEVEL 4-2

This level can be very taxing. We recommend that you plan out exactly when, where and how you are going to attack your enemies. Also, don't lose sight of your objective - that is, don't bother collecting hearts that take you off of your route: make sure you clear the screen of baddies before you make use of the helpful creatures.

LEVEL 4-3

No specific tips really work for this level - just stay alert for the various dinosaur-related hazards that crop up and be sure to grab those hearts. Common sense really.

BOSS 4

Use these tips to defeat the monster. When he jumps towards you, back off. When he decides to jump back, jump and kick him between the eyes! When he sucks you towards him, press LEFT but don't try to attack or jump. When he shoots snow up into the air, stay still and two flakes should land either side of you. When he jumps away, jump and kick him. In doing this, you should avoid three smaller snowballs. Use this method to dispatch the Great Woolly.

LEVEL 5-1

There are individual tips that allow you to defeat each of the monsters you meet on level five. Check it out:

Monster: Throw a rock at him, or do a flying kick.

Green Monster: Belly-butt him, continuing to do so in case he's a demon.

Mummified Dogs: Any way you fancy, really!

Dinosaur Skeleton: Ditto!

Flying Skeleton: Use a flying kick, or a rock, if you fancy.

Green Blob: In mid-air, use a flying kick. When you land, use a belly-butt.

LEVEL 5-2

The safest route is to get through using the top platforms. Don't bother attacking the creatures that issue forth from the well as they are invincible. Collect any hearts you find and try to use flying kicks where possible against the meanies.

GARY GRITTER: THE HARD WAY!

If you're interested in fighting the end game boss the hard way, just stand on the middle platform. When Gary's about to clobber you, jump up and kick him in the head as much as possible. This way does take a lot of practise.

GARY GRITTER: THE LOW-DOWN DIRTY METHOD!

Gritter has an Achilles Heel. Simply stand on the far left of the screen, but do not use the platforms. Stay on the ground and rapidly press the B button. Do NOT use the platforms - they are a waste of time. Gritter walks straight into your belly butt. Just keep that B button pumping and you should have no problem in defeating your arch nemesis. Once Gary's bitten the dust, sit back and watch the rather disappointing end of game sequence.

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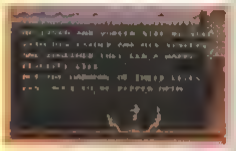
MB

Atomic Runner is one of the most intense kill 'em all, platform shoot 'em ups available for the Megadrive at the moment. It presents a fast moving battle through forced-scrolling environments swarming with deadly alien forces. Excellent reflexes and a cast-iron nerve are the credentials needed to win. Should you be feeling just that little bit inadequate here are a few helpful pointers to see you on your way.

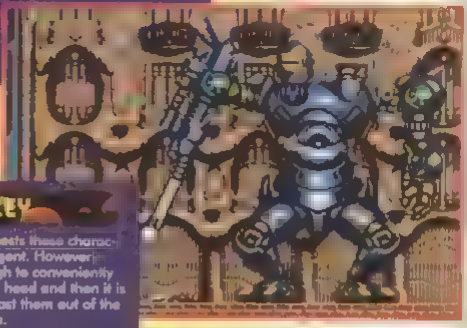


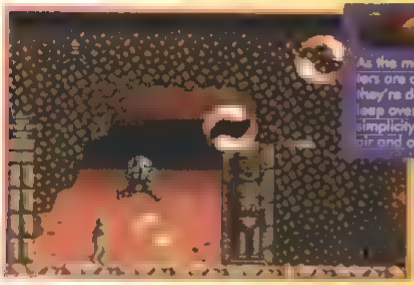
ATOMIC RUNNER

PLAYERS GUIDE

GENERAL GAMEPLAY

Atomic Runner is one of those games where new skills are acquired as the difficulty rises. This means that something new is introduced on each level until, by the time you reach the final boss all the stops are pulled and you need to use everything you have learned to win. Here is a list of tactics that might prove helpful



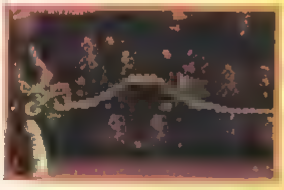


RIDLEY

As the manual suggests these characters are quite intelligent. However they're dumb enough to conveniently leap over Chelnov's head and then it is simplicity itself to blast them out of the air and out of action.

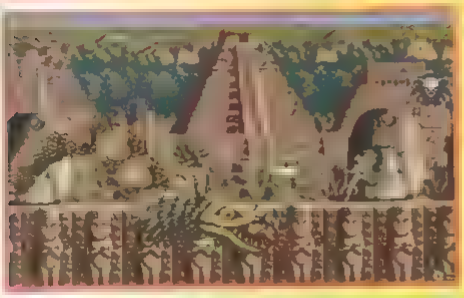
ONLY FOOLS RUSH IN

It is easy to get into a blind panic in Atomic Runner and, before you know it discover that another life has been lost. This can be easily avoided by holding back on the joypad every so often to clear the way ahead. Let the enemy come to you!



STAY LOW

It's tempting to go jumping about all over the screen [illegible] is also tempting [illegible] Chelnov is extremely vulnerable in mid flight, so only jump if it is the last option. You never know what's going to appear on-screen to knock an airborne Chelnov into oblivion.

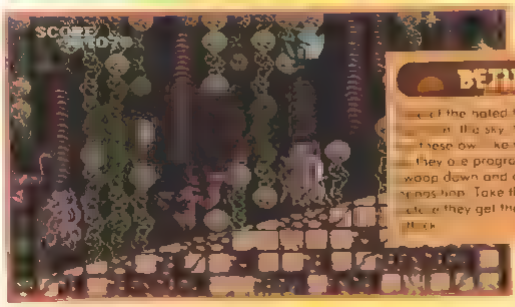


HEAD STOMPING

A skill that's quite often forgotten is Chelnov's ability to crush his enemies beneath his feet. If he's confronted by an impossible line of enemies to destroy it might be helpful to bounce all over them, especially if Chelnov's current weapon's painfully slow at firing.

CHELNOV'S COMPETITORS

Each member of the alien force is battered with its own method of attack. Knowing exactly what they are going to do will go a long way to making Chelnov's task much easier. To save you the time of working these out we've done the job for you on some of the more intelligent ones.

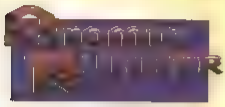


BEETLE

[illegible] the hated threats that [illegible] the sky. Watch out [illegible] these ow[illegible]ke mechanoids [illegible] they are programmed to swoop down and destroy the [illegible]ossilon. Take them out [illegible] they get the chance to [illegible]ack.

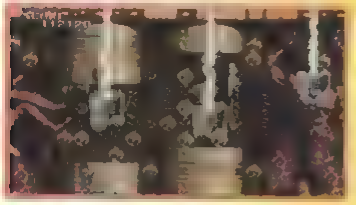
RIM-BEE

The Rim-Bees always tend to fire where they expect you to arrive should you carry on running. Stopping in your tracks until they pass over and then shooting them down is the best way to deal with them.



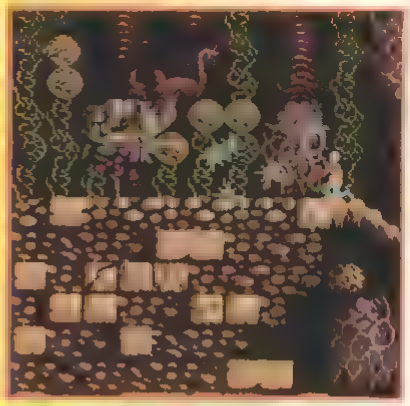
MID-LEVEL CRISIS

Halfway through each level Chelnov encounters a guardian. Although they are quite nasty to look at they are very predictable and go down without too much fight. Basically just keep a good distance away and keep that finger on the fire button. The only piece of advice that can be offered here relates to the fire breathing Air Drone in level two. For this creature be sure to keep Chelnov's feet firmly on the ground when confronting the beast head on. Otherwise Chelnov can look forward to a black and dusty future as Charcoal. This is the only mid-level guardian that attacks from both sides. To get past him just bounce on his head, then turn to face the opposite direction.



SHO-FE

The basic tactic for dealing with these spiked-shield toting assessins is to kneel and fire then stay low until the shield flies over Chelnov's head. The Sho-Fe also like to creep up behind Chelnov on some of the stages in the game. Don't be inclined to turn and fire. The results are somewhat difficult to avoid in these situations. Instead, wait until Chelnov reaches level ground to deal with them.



D-GENERATOR

To avoid being drilled by these electro-hanging baskets-of-death simply bounce over the top of them. Only weapons of high-power are strong enough to destroy them outright.

FIRE IN THE SKY

The majority of enemy action takes place in the highest plane (the ones that cause the most problems at least!). Keeping Chelnov's aim directed at the heavens assures much less hassle from airborne assailants.

HEAVY-LOADER

Destroy the spinning thread and then bounce across the tops of these to assure a safe and easy route across these monsterpieces of mech.

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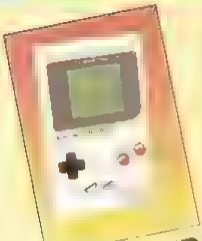

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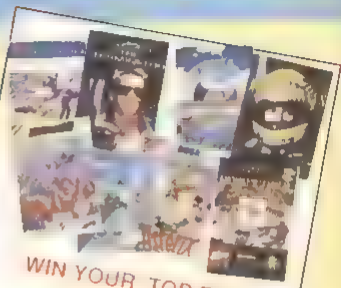

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ATOMIC RUNNER

AND FINALLY...

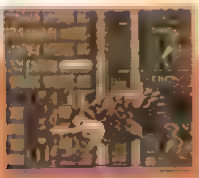
The end-of-level bosses in Atomic Runner are certainly among the most impressive ones to be found in any game on the Megadrive. They are also some of the toughest to conquer but, by gillies, we've done it!

BRASS IDOL

Once again it is best to stay earth bound and concentrate Chelnov's fire on the eyes of this towering icon. Avoid the little idols that he shoots from his head with a combination of fancy footwork and accurate shots.

MAD-ROID

The eyeball in his stomach is the weak-point and is seemingly impossible to reach. To get to it draw the Mad-roid's fire by leaping on the spot then quickly ducking beneath his arm and letting rip. This paralyses the droid and it is possible to get into such a position as to be in a blind spot where even his bullets can't find Chelnov. The Mad-roid splits apart and Chelnov simply has the eyeball to finish off. In EASY mode this is the last Chelnov sees of the droid but in NORMAL and HARD modes the Mad-roid reforms again. No problemo! Just repeat the procedure once more and he's heavy metal history.

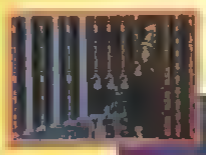


WALL-DRAGON

This chap is very proud of his ornate little stretch of wall and doesn't want anyone near it. To bring him down to earth simply stay firmly on the floor and keep firing, only jump when the fiery one lunges.

IDOL-IDOL

Take out this idols eyes in the same way as with the brass idol and be prepared for when the head explodes because it changes into a rocket powered version that trys to trap Chelnov in a corner. The small idols that are shot from the idol's head appear every fourth time. Don't let up with the fire or else Chelnov gets crushed.

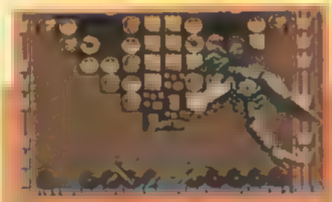


MAD SCIENTIST

On first impressions the final boss looks a little weedy for he's just a man like Chelnov. He stands his ground in a secret hide-away blasting away at our hero with a gunny laser gun. All that [illegible] guy and blow him away with Chelnov's current weapon[illegible] most useful weapon[illegible] to their ha[illegible] much [illegible] he has [illegible] the war has [illegible] emerges from the[illegible]. Blow this [illegible] that are [illegible] from the [illegible] weaving the [illegible] to a similar[illegible] suction like legs[illegible] sustain his fire at this monster's head to avoid being [illegible] from it's legs amid the punishment of Chelnov's fire and dress Chelnov with it to the [illegible] Chelnov and [illegible] the last. Chelnov needs to fire at its head to bring about the ultimate destruction and save his sister, not to mention the world.

DROP SHIP

The drop ship is simple to destroy with Chelnov's jumping ability powered up to the max. In this case Chelnov is able to take pot shots from the ledge at the left side of the screen. The alternative is to run about beneath the ship and do battle with the parachuting aliens, avoiding the barage of artillery.



TERRORDACTYL

The arrival of this huge feathered fiend is heralded by a bombardment of rocks that are blown off the cavern walls with the force of his wings. Terrordactyl is destroyed by firing at his chest but be wary of him as he lunges with his head. The tiny birds that the Terrordactyl spits from his mouth are no trouble at all.

XENON II

Here's a whole host of fabby tips for this very decent Master System shoot 'em up, supplied to us aages ago by Mirrorsoft (before they took a financial nose dive...), so check it out for the ultimate in xenomorph disposal!

THE BOSSES

The thing to remember is that no matter what you do, only your front-fire guns and lasers do any sort of harm to the bosses, so your side-shots and rocket launchers are completely useless! So, as you might imagine, "getting below them" is the order of the day

LEVEL GOODIE GUIDE

It's quite handy to know what power-ups are available during the level so you won't have to waste money on them when you go into the shop

STAGE ONE	STAGE TWO	STAGE THREE
Three speed-ups	Two whole hearts.	Smart bomb
Rear shot	Smart bomb	Whole heart
Smart Bomb	Whole heart	***SHOP***
SHOP	***SHOP***	Two whole hearts
Whole heart	Whole heart.	Whole heart
Free cannon yoyl.	Smart bomb	
	Whole heart	

THE NAUTILUS FISH

Halfway through [illegible] take on [illegible] protection [illegible] firing [illegible] into [illegible] your [illegible] ble. [illegible] you save [illegible] and get a laser [illegible] don't have [illegible] the laser [illegible]

THE CRAB

This beast doesn't have any protection [illegible] of, but he does have the [illegible] habit of swooping [illegible] [illegible] from the top right to the top left [illegible] screen. Pause only to shoot when you're directly below him.

THE SHOP

After battling with the bosses, you're sent to Crispin's shop, where you can buy and sell all [illegible] Crispin will buy things for [illegible] because sometimes you can actually make a profit! However, as a general rule, do not buy [illegible] thing. The objects [illegible] are all useful and [illegible] only [illegible]

1. [illegible] half-heart [illegible] depending on [illegible] your [illegible] wasting your money.
2. Sideshot. Be sure [illegible]

[illegible]

6. Any cash you've got left over should be spent on power-ups and speed-ups.

DON'T BOTHER WITH...

[illegible]

1. [illegible]
2. [illegible] to shoot during this short period.
3. Bitmap Shades. It's a nice idea, but ultimately useless.

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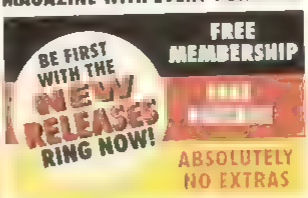

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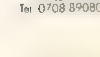

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TIPS

These tips, straight from US Gold themselves (yeah, should enable any one having trouble with this decent sports sim to get further into the game. It starts with basic tips essential in building up a good technique, and then moves on to

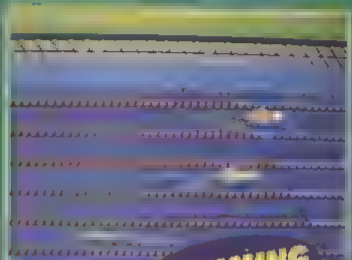
sion of Olympic Gold - Megadrive, Master System and Game Gear! We don't like to do things by half here at MEAN MACHINES you know.

OLYMPIC GOLD

THE EVENTS

100 METRES/ HURDLES

There's not really much to say about these practically. Find your favourite button pressing method and stick to it. For hurdles on Master System and Game Gear, tap the D-pad with your thumb just before reaching each jump. The disadvantage of using the control method mentioned earlier is that it makes it impossible to dip at the tape, so you should still get gold. Megadrive players should ensure that their joypad lead is facing towards them during the hurdles, allowing you to press the jump button.



SWIMMING

The key to achieving fast times in the swimming is restraint. Build up a steady rhythm of button presses so that you stay just in the lead for the first three lengths. Then very slowly increase the speed of your button presses until you are swimming as fast as you can.

TIPS

GETTING TO GRIPS...

GAME GEAR

This is probably the hardest ver
sion of the game to master
thanks to the problem of keep
ing the machine still while
hammering the buttons. The
best thing to do is to place the
Game Gear on a flat surface
with your left thumb on the D
pad and your fingers around
the top of the case. For the

MASTER SYSTEM

MEGADRIVE

There is a third alternative
Megadrive control metho
be unsatisfactory. Place the
controller on a flat surface and
side your index finger
between buttons A and B.
Depending on the size of your
hand you might find keeping
index and second finger
side by side more effective. For
the events in which you need
to press the C button, hold the
joypad with the lead facing
towards you, allowing you to
press C with your free hand.

Barcelona '92

Coca-Cola

ARCHERY

POLE VAULT

The pole vault is the event
which requires the greatest
ume of practice to yield results
You may find it a bit easier
your control pad is placed on
flat surface. From here slide
your index finger (or index and
second fingers) between but
tons one and two, allowing you
to use your free hand to control
the jump. Try pausing the game
before beginning each phase of
the vault, giving you time to
prepare for the next manoeu
vre.

DIVING

The main
tricks to mast
Before the diving
watch the demonstration. A
first, stick to the easier dives as
a ten awarded for one of these
is as valuable as one from a far
more complicated manoeuvre.
Only move onto the more
impressive stuff once you know
what you're doing (and you
want to impress your pals)!

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OVERVIEW

Sonic the Hedgehog is Sega's blockout star, the greatest game sold 2.7 million earlier—how many will this sell?

HOW TO PLAY

HOW TO PLAY

Take control of Sonic and defeat the evil Robotnik. In the two-player game, compete for the most points.

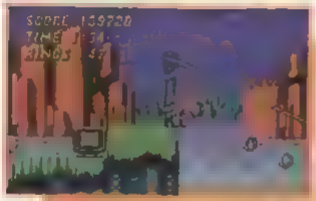
SONIC THE HEDGEHOG

Sonic the Hedgehog is the phenomenon of the nineties. A legend in his spiky blue lifetime. A creature so fast removed from the normal that he just couldn't help but become something huge. A blue hedgehog that travels at speed hundred miles per hour? Yet the mania surrounding Sega's video game superstar has exceeded the limits that even themselves imagined. In the sequel to [illegible] Sonic is joined by [illegible] fox with two [illegible] ships Sonic and Tails to be the same as him when he [illegible] pursued [illegible] wherever he goes, even following them into the very face of death as Sonic aims to rid the planet of [illegible]

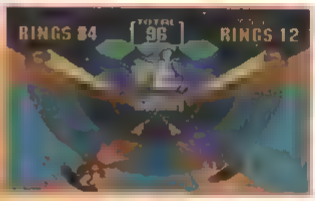
▲ Sonic and Tails beat a hasty retreat!

CRUTES OF CHAOS

[illegible] speed races between Sonic and Miles down brightly coloured [illegible] the Chaos Emeralds must await at the end of the passage.

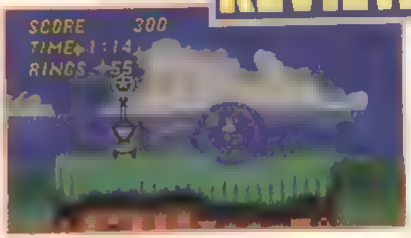


▲ Don't do it Sonic! We lo-ove yo-ou!!

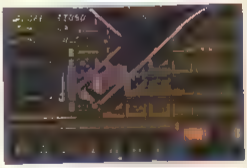


▲ Sonic and Miles On there

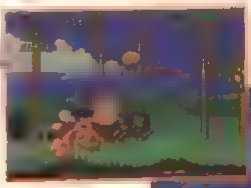
REVIEW



▲ *Special stage ahoy! Go Sonic go!*



▲ *Prepare to fly. Fly! Fly you reels!*

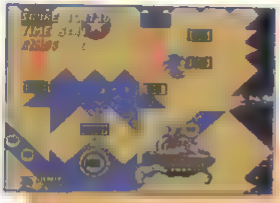


COMMENT

Take it or leave it, there really is nothing like Sonic on the Megadrive with his immediate appeal and simplistic, yet exciting gameplay. Though he hasn't improved completely unscathed from his recent brush with finding fame, Sega have obviously listened hard to many of the criticisms made about the first game, mainly was it was too easy. The result is that they've introduced a very jolly sequel indeed. Apart from being nearly twice the size of the original Sonic 2 has lots more features, in particular the two-player escapades and game option. Sonic himself sports many new frames of animation that add to his character and give the game a much slicker appearance than its predecessor. Sonic is also much, much faster. At least twice as fast than before in some places. The all-new special games are a riot and cannot fail to leave sweat mouths gasping. Sonic 2 has certainly impressed me enough to be crowned the most impressive roller coaster, platform game to have graced you just gotta get it.

LOOKING OUT FOR MILES

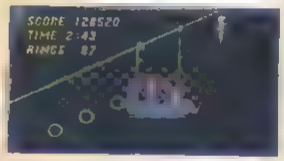
MILES AHEAD



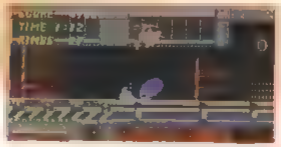
▲ Botnik bouncin blue dude.

Explosive action ahoy!

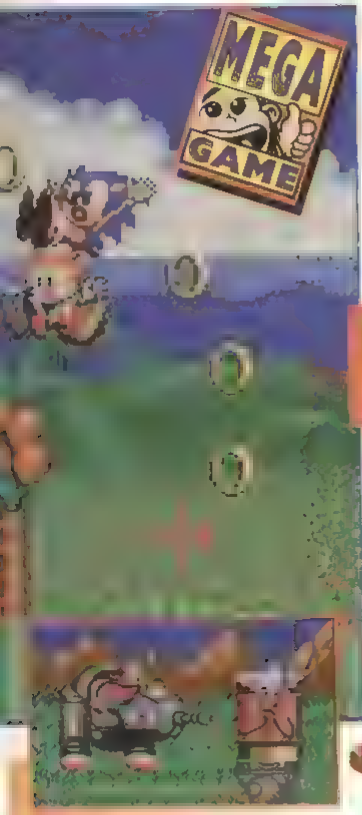
Pinball terror as Robotnik takes aim. More rings please.



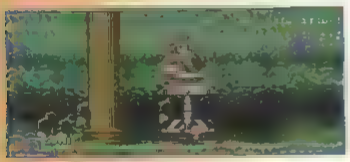
▲ Somewhere along these lines...



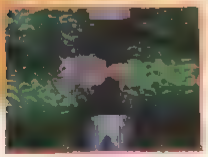
▲ Hot Rod racing, Sonic style!



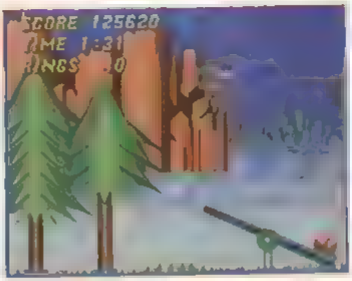
▲ Sonic is en-hammered by the Prof!



▲ Fly! Fly you fools!



▲ Big bubbles no troubles.



WHAT THE...

In the two-player competitive mode Sega have added yet another new feature for Sonic and Tails to fall out over, namely the vice-versa icon. Represented by a plus and minus [illegible] features a sooner than expected win or an unlikely loss for whoever picks it up. Basically the [illegible] Somebody floundering on a bed of spikes may [illegible] line as their opponent gets quite a nasty shock.

▲ Miles alone in a world without Sonic!

COMMENT

[illegible] of the criticisms of the original apply here: Sonic II is [illegible] shinier, more [illegible] than the original. There's no way [illegible] problem! I was hooked, and how! It's [illegible] tad to a teeny bit!

PRESENTATION 89

[illegible] Miles on the intro screen and the whole thing looks great.

GRAPHICS 97

[illegible] Wow! Cor! ▽ They're so good you [illegible] a little rest to recover...

SOUND 89

▲ Lots of high speed cracking sound effects and energetic music to spice the images.

PLAYABILTY 94

▲ Sonic's running [illegible] to [illegible] to get to know. The controls are [illegible] simple and the gameplay is mega addictive.

LASTABILITY 97

▲ Superbly challenging with one player and utterly brill with two, this is a game you'll be glued to for ages and months...

OVERALL 96

Sonic has outdone himself. An absolute gem of a game which your Megadrive will be screaming out for.

1 PLAYER$

PRICE £31.99

BY SEGA

RELEASE NOVEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: NONE
SKILL LEVELS: ONE
RESPONSIVENESS: VERY GOOD

1ST DAY SCORE

150,000

1991 saw the debut of Sega's hottest property, Sonic the Hedgehog, when he was released to wide critical acclaim.

HOW TO CONTROL

Starts the game and acts as an action button to make Sonic jump.

Another action button that makes Sonic jump.

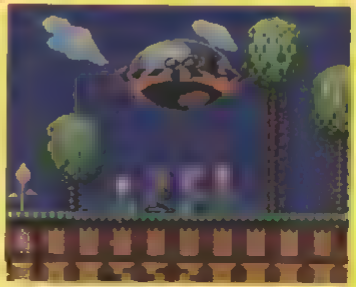
HOW TO PLAY

Run, spin, skip, jump and fly Sonic through seven stages of high speed platform action on a quest to beat the evil Dr Robotnik.

SONIC THE HEDGEHOG

What do you get if you give a lowly common or garden hedgehog an attitude? Sonic the Hedgehog of course! No-one quite knew what to expect of this character when he first raced onto the scene a little over a year ago, but he took the gaming world by storm! Well now he's back, older, cleverer and faster than ever before, and this time he's brought along his young friend Miles Prower (Miles per hour - geddit? I didn't - JAZ), AKA Tails the Fox.

After bouncing the balding Dr Robotnik off the face of South Island, Sonic's home, our speedy chum had been enjoying a time of peace and tranquility. Duckin' an a divin' Wheelin' an a dealin' Havin'-a-dip-in-the-sea-an'-a-drinking-lemonade-in-the-mid day-sun. Until the crazed Robotnik decided that it was a good time for a comeback that is. Just as Sonic and Miles were enjoying a game of beach ball, the egg-like one descended upon the sand and stole poor Tails away with Sonic in hot pursuit. It is here where we join them in this second, speed of light adventure on the Master System.



▲ Arghhh! A killer meanie of doom!

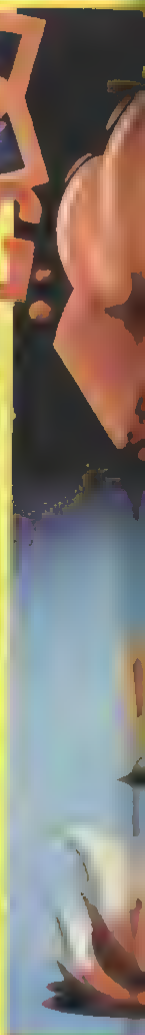
▲ Very picturesque eh?

▲ Sonic faces up yo an end-level meanie! Arghhh!

WHERE IS HE THEN?

Perhaps some of you have heard rumours about a new character in Sonic II nicknamed Twe Tails?. He

ng shame because Miles is Sonic's best friend and if there's one thing to get Sonic all mad it's the nabbing of his best friend called Miles. This means that Miles is conspicu- ous by his absence throughout the game unlike the Megadrive version where the aspiring little chap joins Sonic to help him out. Ive matter, Sonic has plenty to occupy his mind.



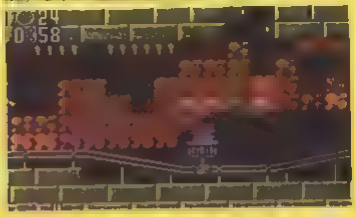
MEGA GAME

Smash these walls, Sonic! Yeah!

Sonic's got the skids here.

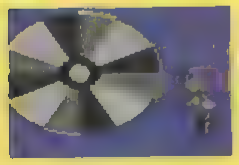
MINE'S A SPIN AND SONIC

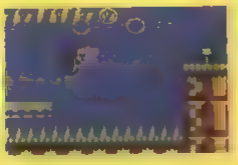
There's no nice and easy unt l you get the hang of it goings on in Sonic II Oh deary no! The first leve sees Sonic career ng along the tracks of an aban doned m ne in a rickety old mine cart The trouble is that the m nes are flooded with molten lava and the tracks ain t what they used to be In some places the rails have g ven way altogether and Son c needs to jump his spiky bod across the gaps and hope lucky land in a ther across the way Gumph!



COMMENT

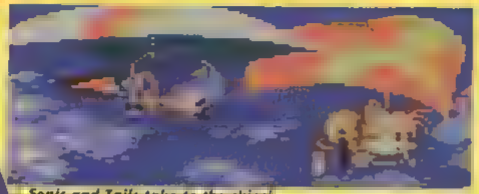
First let me tell you that Sonic II received a lot of admiring glances from people in the games room when it arrived. Then I told them that it was the Master System version I was playing and watched as their jaws hit the carpet. Sonic has given Master System owners something to sing about once again. Sega have pulled out all the stops and truly let rip in Sonic's second race across the boards. As soon as the battle for Tails' freedom commences the action is literally red-hot and the gameplay mega slick. Different modes of transport are available to Sonic, which gives things an all new, impressive new life into Sonic's already impressive repertoire. It's also refreshing to find that the end-of-level-bosses are a variety of giant robotic animals instead of Dr Robotnik every time - the performing seal is hilarious. I was disappointed to find that the special zones have been excluded this time around but then who needs 'em when the quality of the game is so good anyway.



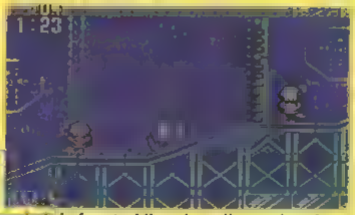


COMMENT

Stunning! Sonic II is all that Master System players could hope for and more! It looks superb, with great backgrounds and brilliant sprites that wouldn't look amiss on the Megadrive. But better still is the gameplay! Slick, fast, challenging, varied, fun, addictive... this is truly a game that you just can't put down. The difficulty level is beautifully balanced so that you get so far... fail... get a bit further... fail... but keep on going and going because you're determined to see what's on the next level. This is definitely one of the greatest Master System games of all time, and you'd be the saddest person alive if you missed it!

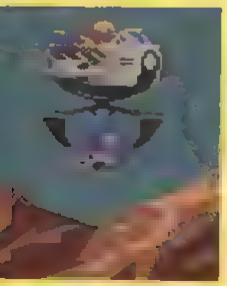


Sonic and Tails take to the skies!



Sonic skids to a halt before tackling the evil meanies of Dr Robotnik! Spooky eh?

Sonic spouts off in this action-packed picture.



HANGING THE 'HOG

People would think you mad if you were to describe to them that you just saw a cool blue hedgehog flying past on a hang glider. Yet this is exactly what can be seen in Sonic II. Having failed numerous attempts at flight using balloons, for obvious reasons Sonic takes to the skies beneath the wing of a hang-glider in some instances Sonic can manage well enough without this piece of kit. However there are occasions where flying is necessary to complete the level or else to get to some unreaching rough terrain. The best results are achieved when Sonic takes a huge run up to gather speed and then the sky is his limit.

THE TRUBBLE WITH BUBBLES

You may not know this but blue hedgehogs aren't very good swimmers and Sonic is probably the worst of them all. In fact he's so bad that the only way he can negotiate any stretches of water at all is to hitch a lift inside a bubble. Great care is taken here though since crashing into walls bursts his hopes of a future on dry land as do spikes (though strangely not his own) and any underwater [illegible] seals along.

PRESENTATION 87

An amazingly animated introduction screen along with bold cartoon-like intermission screens.

GRAPHICS 96

Incredibly fast, expertly animated graphics that had a few people believing they were watching a Megadrive game.

SOUND 79

Frantic tunes do much to help Sonic's furious image. The sound effects are good too, especially the jingle of the rings.

PLAYABILITY 96

The gameplay is virtually flawless, with a very smooth and responsive control method that is definite prize winner.

LASTABILITY 89

With seven levels of increasing difficulty to master, Sonic looks so good that you'll be going back to it time and time again.

OVERALL 95

Sonic I is one of the best games on the Master System, Sonic II is even better. Don't miss it.

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BY: [illegible]

RELEASE: [illegible]

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: EASY
CONTINUES: N/A
SKILL LEVELS: TWO

[illegible]

Home Alone was a box office smash at the cinema when it was first released in 1990. The sequel, Home Alone II, is out soon...

HOW TO PLAY

Help Kevin to thwart the bowling attempts of the Wet Bandits. [illegible] to save them all and help the entire to take them both away.

home

Kevin awoke one fine Christmas morn to find that his house was empty, his family all gone to Paris without him. What a terrible state of affairs, but then his family is so big, occasionally leaving a lit behind while they je off to Europe is jus par for the course and Kevin (Macaulay Culkin) is such a revoltingly smug brat that you'd want to leave him behind anyway.

An-o-o-way. There he is having a good laugh, putting on shaving lotion and doing all sorts of fab grown up things like staying up late and going to the shops, when he suddenly notices the Wet Bandits, a pair of crooks who are [illegible] in the neighbourhood of residents are away. This, of course, is not a good thing, so Kevin decides to stop them from getting away with the goods by laying a series of traps which should hold them up just long enough for the rozzers to get to the scene.

Last one up the stairs stinks!

Oi, mind my flippin door!

▲ C'mon Kev, cough it up lad!

Kevin the trap chancin' kid

[illegible] attempts to undo the Wet Bandits plans for neighbourhood domination, Kevin prepares [illegible] surprises to greet them as they break and enter. Anyone who remembers the film might [illegible] particularly inspired kitchen. In the game Kevin [illegible] to lay down such delights as blow-torches, [illegible] and even a selection of Kevin's prize toys [illegible] which the clumsy crooks come a-cropper. Kevin has to watch his step too because he is [illegible]

alone

COMMENT

Kevin's sledge and "slapstick" adventures left me cold. Once the fave blizzard of pretty characters and backdrops has cleared there isn't much worthy of attention. No doubt the lives of many thousand Macaulay Culkin fans will be brightened should they receive this game for Christmas, yet dullness is sure to prevail in a very short time. The sledge scenes are very uninspiring as are the tedious slapstick antics/runs in each of the

A small amount of fun to be had in device

The baddies away, turning them into snow

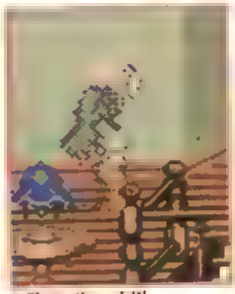
PAUL

Soo good I just can't do it.

Snowgun

Inside the house are located various bits and bobs that Kevin uses to construct a inventory of weapons. For example a combination of the hair dryer, rubber bands and snowballs produces a Snowball Bazooka. Whereas a collection of Crossbow, balloons and glue lends itself nicely to form a Glue Rifle. Once equipped these weapons are a sure way of driving the thieves away from any house and thus to save the day.

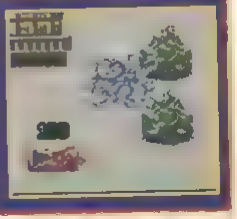
Another sticky moment for the house bandit



That's the spirit!

Sledge hammer

Now that Kevin's parents are away he does whatever he pleases. Like tearing up the lawn with his new sledge for starters, followed by crashing into the beautifully varnished front door. In the meanwhile he slithers about the frozen land in search of snowmen to demolish beneath which items are hidden. Kevin [illegible] snowballs, and [illegible] balls by doing [illegible] ice [illegible] [illegible] sledge skate is also a good way of following the Wet Bandits' van around.



REVIEW

COMMENT

Home Alone has plenty o
sole game, but sadly this
one fares well short of it. Th
main problem is the lack o

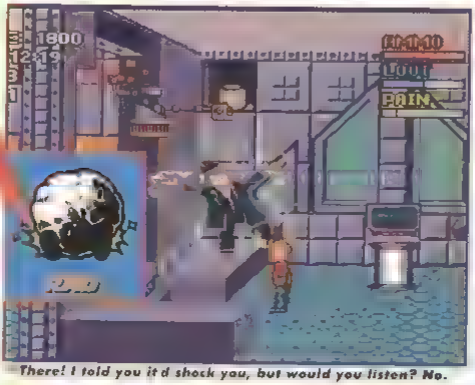
are too spread out and
other than burning them
down there's nothing at all
to hold your interest. Once

wandering around waiting

encounter the Bandits, it's
high an impossible ta

Alone

Last one to the newsagents buys the Tizer boys!



There! I told you it'd shock you, but would you listen? No.

Back door bandits

These are the very creeps that
against. They're known as the
because of their reputation for
after leaving them. A
their
Parking
to arose anyone's suspicions, so therefore it isn't difficult to assert where the Wet bandits are about to strike next, Doh!

The Wet Bandits new dance fails to impress.

Options screen

DIFFICULTY SETTINGS:
two

SOUND TEST:
Listen to all of the game's music

CONTINUES:
Carry on at will until the ETA reaches zero

LIVES:
Kevin

PRESENTATION 55

Completely hopeless title screen that amounts to the title 'Home Alone', plus a few copyright credits against a black background.

GRAPHICS 72

The one redeeming feature of the end is that the graphics are fairly well drawn and animated.

Everything around them slowly and doesn't hold much interest.

SOUND 56

The tune for the title-splat theme of quite good.

All the others, about enthusiastic effects are pants.

PLAYABILITY 46

The slightest obstacle provides some fun at first.

Just is over you know.

LASTABILITY 42

Few, of the few who may want to include this in their Home Alone Too.

Loads of interesting gameplay design Home Alone from the start.

OVERALL 43

These expecting fun and excitement will be disappointed. Home Alone is a dull and tedious game with little going for it.

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REVIEW

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TAITO

1989

CONTROL:1 JOYPAD
GAME DIFFICULTY:VERY EASY
CONTINUES:3
SKILL LEVELS:1
RESPONSIVENESS:POOR

1 PLAYER

SPECIAL CRIMINAL INVESTIGATION

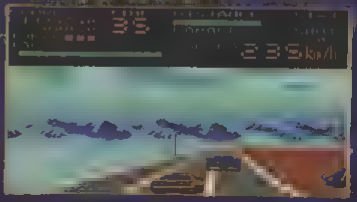
Does anyone remember David Mellor? Naughty naughty. It just goes to remind us what our elected guardians can be up to without our knowing it. As special patrolman of the Special Criminal Investigation unit you too know first-hand evidence of corruption. In your case it's the city's mayor cavorting round the city's highways in the company of known criminals, kidnapping pretty young girls and strapping them to bombs. Come back Antonia – all is forgiven!

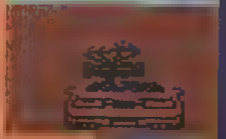
Of course, rather than investigate the drugs deals and abductions you are far more concerned with the flagrant disregard for the subu ban speed limit that these crooks are showing. With advice from HQ you set out onto the freeway, with the sole intention of stopping the marked car, but it has a good start on you. So race after it, smash it off the road and keep your channel open for further developments.

FRONT MOUNTED SHOOTER

Hurrah for guns! The reason being they make it so much easier to dodge the traffic. Strap a gun to your roof rack and the jams just seem to evaporate (into steaming wrecks by the roadside). The SCI vehicle comes equipped with such a weapon, which can be used on moving enemies and obstacles. Occasionally at fortuitous points a helicopter of lawful persuasion hovers above you, and drops an improved gun-mi-bob on your bonce. For five shots you have superduper rocket launcher powers. Useful or what?

▲ Smash that car – NOW!





ROCKY MOUNTAIN WAY

COMMENT

Chase HQ wasn't too bad, but this is a veritable skid pan - and I'm not talking oily roads. The sprites are flickery, the 3D update is poor and the landscapes are bland and featureless. As well as looking crap, it plays crap as well. Let's ignore the general faults such as the naff collision detection, rubbish controls and the fact that the car careens through objects and out of crashes at top speed and concentrate on the real problems - the difficulty setting. For a start you're given lashings of time to race down the simplistic roads. Then, when you reach the enemy car you discover it's about as robust as a wet paper bag and smashing it off the road takes little or no effort. Even hopeless players should be able to finish the game within a few hours - experts should take a couple of goes! Put a couple of quid in the coin-op and buy something else.

COMMENT

Pah! So many bad things to say; not enough time to say them. Once again a nonsense of a game arrives to add to the Master System's blushes Just about everything here is unsatisfactory. The graphics are dismal, flickery affairs creating such scenic delights as "Pathetic lake" and "very empty desert". At one point you are advised to avoid a landslide. What landslide! It's physically impossible to have one when the courses are flatter than Fanny Craddock's pancakes. Fans of equal proportion will be glad to hear the gameplay is directly comparable to the look - pure smeg. You slip and you slide in a fashion more becoming a toboggan than a high-speed sports car, and find yourself in ludicrously unavoidable crash situations. Not to worry! You can continue at top speed most of the time after crashing. What a comedy of errors of Dick Emery proportions. The lack of challenge is normally a down point, but here at least it means the whole debacle is over with as quickly as possible

PRESENTATION 61

▲The inter level screens of the arcade are retained.
▼No options of any description.

GRAPHICS 41

▼Poor scrolling, feeble sprites and bland, uninteresting and boring backdrops fail to set the pulse racing.

SOUND 71

▲Each screen has its own, fiddly decent, tune.
▼The wibblesome sound effects don't lend any credibility.

PLAYABILITY 45

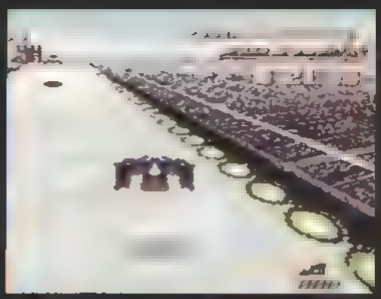
▲The chase objective adds a bit of tension...
▼...but the crap controls and gameplay faults soon take it away.

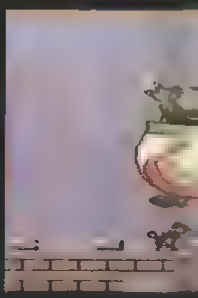
LASTABILITY 13

▼There's decent variety in this to a low game, and there's nothing to bring you back once it's completed.

OVERALL 26

A dreadful game which lacks decent graphics, enjoyable gameplay and any kind of challenge whatsoever.





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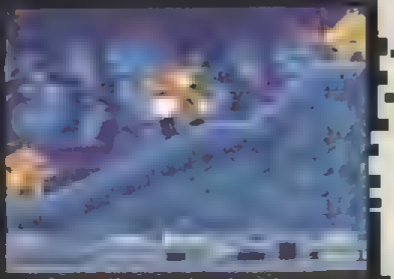

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TOP 10 CHARTS

MEGADRIVE

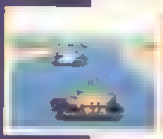
1 **ALIEN 3 By Flying Edge**

Flying in straight at number one is Flying Edge's excellent Megadrive adaptation of the lacklustre Alien 3 movie. A well deserved place for a game boasting superb animation, atmospheric backdrops and amazing music. What will it take to move this amazing cart from the top of the charts?

2

3 **TAZMANIA By Sega**

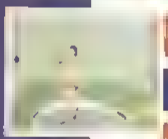
Still selling well after over four months on the shelves: Tazmania! Perhaps it's down to the brilliant cartoon currently showing on Saturday morning's What's Up Doc? Still, it's a completely fab game with some of the best Megadrive graphics around...



4

5 **CHUCK ROCK By Virgin games**

Core Design's excellent platform game (rated 91% in this very magazine) is doing well, gaining a position since last month. Check out this month's Tips Section for a detailed low-down on the game.



7 **THE TERMINATORE**

9 **SUPER HANG-ON**

MASTER SYSTEM

1 [illegible]

2 OLYMPIC GOLD

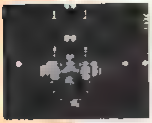
3 WIMBLEDON TENNIS

4 NINJA GAIDEN

5 CHUCK ROCK

6 ASTERIX

SUPER KICK-OFF



8 DOALD DUCK

9 GHOULS 'N' GHOSTS

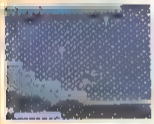
10 XENON II

Well, it's all a little odd on the Master System front [illegible], to our knowledge, not one new Master System title has been released this month. Still, remember the following and watch these games play a chart-related version of musical chairs...

GAME GEAR

1 OLYMPIC GOLD

2 SUPER KICK OFF



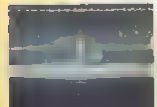
3 SONIC THE HEDGEHOG

4 WONDERBOY III

5 DONALD DUCK

6 MICKEY MOUSE

7 SUPER MONACO GP



8 SHINOBI

9 G-LOC

10 SPACE HARRIER

Once again we're treated to [illegible] the same few games changing positions this month because of the lack of new releases! Still, Olympic Gold still [illegible] on the top. Game Gear rest, but will a new game arrive [illegible] chart?

1-2 PLAYERS

OPTIONS

BIO H

Now is the day of... the Slimy Things. For years man had been waiting for a deadly invasion from outer space. In the end it came from around the S-bend. All those years of endless effluent flowing into our rivers and poisoning our seas. All those tons of [illegible] waste products had combined into a potent concoction, enough to mutate the basic and ancient low-life of Earth.

Simple organisms like worms and, er, slimy things grew to massive sizes, sprouted all sorts of tentacles and then went round eating who they liked. And people were very unhappy. Until someone hit upon the idea of designing a fleet of craft using the same attributes of the mutants. With these ships men could destroy the hideous creatures and flush them from the world. The next idea was to give these ships extra powers, which they could attain from the 'energies of the air'. With these topper ideas the people of Earth embarked on their glorious plan

COMMENT

It isn't often that the mighty Harrod admits to being severely tested by a game, yet he quite openly stated that he'd almost met his match with Bio Hazard's store of the grotesque. He finished it, of course, but us mortals have really got our work cut out, believe you me. There's never a level goes by without something truly horrible floating on screen to scare the life out of you before mercilessly finishing you off. Even with two people joining forces to exorcise the sickening scum, the mission at hand is nigh on impossible. In fact it seems easier on your own as there is less confusion. Sometimes you're not quite sure of who's where and what's to avoid. Yet Bio Hazard is a welcome reassurance that Sega know exactly what we want and are starting to give it to us. In fine style! The stylish and varied gameplay, due to the choice of ships so prevalent in Bio Hazard coupled with the best sprites I've ever seen on the Megadrive, nay anywhere, make this an absolute necessity

SCENIC PLEASURES

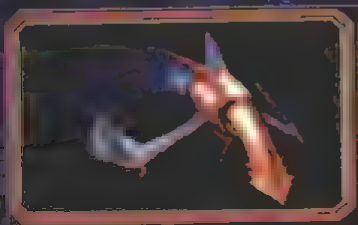
[illegible] Hazard [illegible] and sights of the total world [illegible] ave to drop through the caves of the alien [illegible] facing an onslaught from peculiar testa [illegible] ted creatures. The real devastation begins in the city. The journey involves a trip through the ruins as horrid things climb the tower blocks - yeeugh! A vast trash-monster raises his ocular head at the end of this apocalyptic vision

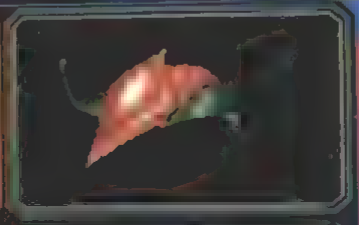
WATERY GRAVE

REVIEW

AZARD

▲ A moment from the hour-long opening level. A horror on your hapless world





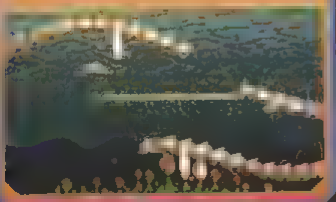
SLIMY SHIPS

Manta resembles some sort of sea ray, with its bluish sleek lines and flat fins. The third craft, Reptile, is reminiscent of a ancient reptilian form, with sucking mosquito.

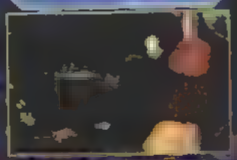
The four craft you can select to do battle in the game. Nice eh?

FESTERING FOREST

[illegible] Whatever else [illegible] parasitic trees sprouting wings and attacking you. Add to these various other flora-type enemies emerge including a great stomping tree man who waves his woody claws. The level ends with a huge snake-like monstrosity awakened from its resting place inside a human carcass.



PLAYING GAME



▲ One or two players can participate in the game!

Bio Hazard supports one- and two-player game modes. The two-player mode allows both players to play simultaneously. Each player has to select a different ship (for identification). When the main player loses all his lives he can "borrow" some of his friend's remaining lives.

DEMON POP

[illegible] worst excesses of mutation hang around the pipes and conduits of the sewage level. This is one of the most restricted areas for movement with ships and enemies crowded into the space between the intersecting tubes. Horrible spongy creatures use the pipes for transport, carried on tentacled legs. Hanging from the metal outcrops are some bulbous, sickly-green pods, bulging and fit to burst with pus all over your smart paintwork.

REVIEW

An all-action shot from the game Biohazard. Watch out!

MIDGET GEMS

Regularly coloured gems float by you as you play Bio Hazard. Seize them! They are power ups for your ship, but make sure you collect them in an order that will benefit your ship. Each of the colour codes adds a weapon power to your drone ship, the tiny satellite craft that flies with you. Each of the four gems (excluding green) creates two separate effects, depending on what ship you have chosen. Here is that add on armoury in full.

GREEN GEM

One effect only. A standard double gun shot emerges from the drone. Higher power levels means more bullets. This is the default weapons option.

RED GEM

EFFECT 1. Rings of energy are fired from the drone. These rebound around the screen. Higher levels, more rings.

EFFECT 2. A homing laser. Fires in the drone's direction then traces any nearby enemies. Thickens with each progressive level.

BLUE GEM

EFFECT 1. Powers up in the form of a star laser which fires bolts in eight directions. Bolts become thicker on each higher level.

EFFECT 2. Globules of blue energy float from the drone in a slow moving fashion. More globules as it gains power.

YELLOW GEM

EFFECT 1. Infinity Laser! A fixed front firing field of death, the beam widens with each successive power up.

EFFECT 2. Rail gun. A stream of high energy bullets firing in the drone's direction. More bullets for each new level.

Powering up is a bit different in Bio Hazard. Picking up icons randomly attaches their powers to the ship. But to increase your power level, select the colour gem which matches the weapon you already possess. This raises it to a higher level. There are three levels of power.

COMMENT

Every so often along comes a really good game. No frills, no gimmicks just well programmed, solid blasting. Bio Hazard fits into this category. The initial levels are mildly impressive, but as you progress you realise just how spectacular some of the action is. Scenes like the underground tunnel and the underwater level are minor classics. The graphics are excellent, with some of the best designed and animated sprites on any system. The sound is equally brilliant, perfectly capturing the sinister, slightly strange feel of the whole game. What will really appeal to many, I suspect, is that Bio Hazard is rock hard. Even easy is a challenge and a half, and no-one is going to grumble about another pushover on the Megadrive. For once the difficulty level has been well-balanced with an adequate supply of continues. To round it off is the two-player option, which can be a bit hectic with all those bullets flying, but fun nonetheless. Maybe a bit off the wall for some mainstream players, but this will assuredly become a cult classic for blaster fans.

PRESENTATION 90
▲Two player, plenty of levels and tweaks.

GRAPHICS 88
▲Incredible sprites in design and motion. -Backdrops have received secondary attention in a few.

SOUND 86
▲The music is atmospheric in its weirdness and tension.
▼Where music does stop it would have made the game even better.

PLAYABILITY 87
▲The instant addiction of a wall mode blaster.

LASTABILITY 87
▲Eight big levels, tons of hard enemies. Weeks of play.
▼Wimps may crash out before then.

OVERALL 88
Rock hard blasting action that's well worth buying.

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REVIEW

1-2 PLAYERS

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BY SEGA

RELEASE NOVEMBER

OPTIONS

CONTROL:JOYPAD
GAME DIFFICULTY:
MEDIUM HARD
CONTINUES: 3
SKILL LEVELS: 2
RESPONSIVENESS:SLUGGISH

1ST DAY SCORE

270,000

GRIEF!

A hand-held 8-bit conversion of the top selling Megadrive beat 'em up.

One or two players leg it around a pseudo-3D landscape beating up the evil forces of a criminal overlord under a strict time limit.

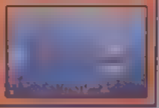
STREETS OF RAGE

Although a game called Streets of Rage detailing a mission of destruction and death through a major American city may sound like a rather sick license of the LA riots, it is actually a conversion of the acclaimed Megadrive beat 'em up. Streets of Rage is the story of two ex-cops, Blaze and Axel, who are determined to smash the corrupt local government led by the nefarious Mr Big who, surprise surprise, happens to be a criminal mastermind. Unfortunately for our heroes the rest of the police force (and all the inhabitants of the city it would seem) are siding with the evil kingpin!

Blaze and Axel's mission is simple - walk around town killing everyone. After sufficient people have been slaughtered, Mr Big himself must be laid to rest so the few citizens still living can rebuild their lives in peace.

EVERYBODY'S KUNG-FU FIGHTIN'

Both Blaze and Axel are a bit tasty with the old kung fu skills although each of them has their own repertoire of moves. Axel, the strongest, has a flying knee jump, a power uppercut and a shoulder throw to his name, plus a spinning backfist to protect his rear. Blaze, the fastest, has a somersault kick, flying kick and rolling throw along with a reverse roundhouse to put paid to sneaky back stabbers. Both characters can also set loose an impressive series of punches, plus execute a powerful piledriver when grabbing an enemy from behind.

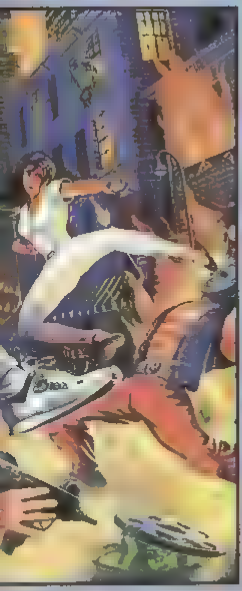


Axel's airplane spins were the talk of the neighborhood.

COMMENT

Game Gear owners need a decent beat 'em up for their pint-sized machine and Streets of Rage fits the bill quite nicely. The graphics are incredibly close to the Megadrive version, with all the moves of the characters and the backdrops crammed in. The sound isn't as good as the Megadrive, obviously, but the tunes are still pretty good and the effects do the job admirably. As far as gameplay goes, Streets of Rage is a much tougher game than the Megadrive counterpart. This is down in part to the problems of sprites ganging up on you when you're helpless (see Reuben's comment for the full description of this problem), but mostly it's because the enemy sprites seem to be a lot more "intelligent" than their Megadrive counterparts and less susceptible to your grabbing attacks. With two-players participating, Streets of Rage is even better, making it a decent enough beat 'em up for Game Gear owners starved of fighting games.

Don't cryey teni-y-ight.



ONE/TWO-PLAYER GAME

Using a fine Game Gear Link cable, two players may participate simultaneously if you want

OPTIONS SCREEN

DIFFICULTY SETTINGS:2
SOUND TEST: Sample all the sound effects and tunes
CONTINUES:3
LIVES:3

INSTRUMENTS OF DARKNESS

Waging a war against a million killer death warriors whilst unarmed does seem a bit suicidal. Luckily Axel and Blaze do have the sense to pick up a weapon when one comes their way. There are only three instruments of death in Game Gear Streets of Rage and these are

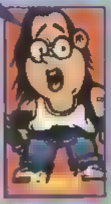
PIPE: Has a long swing range and does the same damage as a piledriver

KNIFE. Probably the best weapon. Can be thrown across the screen at out-of-range enemies or used to stab with when in close, which causes a fair bit of damage

STUN GRENADE Stun any bad guy who stumbles into its blast radius, allowing your character to lay into the victim without threat of retaliation. Funnily enough, the instructions refer to these as "pepper pots", and the sprites' convulsions are actually sneezing fits (!)

CONCLUSION

Looking at Streets of Rage for the first time I was amazed by how closely it resembles the Megadrive game. The graphics and sound are spot-on copies of the old 16-bit favourite. However, there are a couple of levels and some other quibbles missing and the last levels really are quite noticeable. The other problem is with the programming of the opponents. As soon as your character begins to stand up after after having been knocked down all the enemies on screen launch up and kick you all over the shop. This sometimes means losing an entire life bar before you can escape the deadly repeat routine. However, this doesn't happen all the time, and for the most part Streets of Rage is a very enjoyable game to play. It's just that when something like that bug does happen it makes the game immensely frustrating. Streets of Rage is really the only choice for Game Gear-owning beat 'em up fans, and as long as you don't expect too much you shouldn't be disappointed. A good game, but not one which matches up to the original.



Fry! Fry you fools!

PRESENTATION

▲Nice title screen, plus quality in-game presentation.
▼Not many options.

GRAPHICS

▲Detailed and surprisingly clear sprites, plus fab backgrounds.
▼Some of the inanimate foreground can be indistinct.

SOUND

▲Stunning renditions of all the MD tunes.
▼The effects are a little weak though.

PLAYABILITY

▲Good fun to play and there's loads to kill.
▼It can sometimes be a little hard to make your character do what you want.

LASTABILITY

▲It gets pretty tough at times.
▼There aren't that many levels though.

OVERALL

A fun beat 'em up which can be a bit frustrating but which still fares favourably.

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NO IT'S NOT
MY TURN
NOT YET
MY TURN!
SHUT UP!
PLAYER 1
GAME OVER!
NOW LOOK WHAT YOU'VE MADE ME DO!!!
I'LL KILL YOU!
WAAA AAA AA AHH!
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READERS VOICE
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NOW IF YOU'LL EXCUSE ME I'VE GOT A LITTLE
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071 388 2613 TO FIND OUT MORE!
HEY! GREAT IDEA!!
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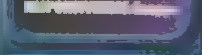
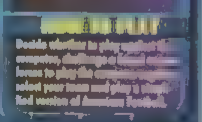
HA! I BEAT YOU
GRRR!
FOR NOW!!!
143 WHITFIELD ST (NEAR WARREN ST TUBE) OPEN NO 'TIL LONDON MON - SAT

1-2 PLAYERS



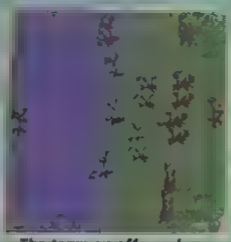


Feeling so hyped about something that it becomes bad for your health is something the Americans are strangely accustomed to by now. Let's face it, they get excited about anything until a certain hamburger chain arrived over here a burger was just a burger. Now this same company claims that a visit to their shop makes your day.

It a race of people can be so obsessive over such a meniothing, imagine the distressing terror that erupts over a sport like football. As far removed from our beloved game of soccer as Mahatma Ghandi was from Hitler, American football is the biggest nose in the spectrum of world sport - anybody who has watched coverage of this spectacle on Channel 4 would testify to that.

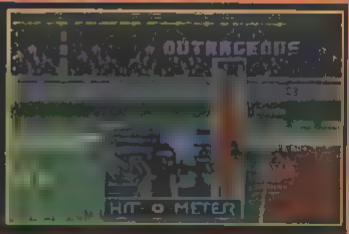
Super High Impact from Arena is a celebration of the most striking aspects of this massive American phenomena - ignoring the the sportsman like conduct and camaraderie so prevalent in true to life football games Arena have converted this wild and crazy Midway coin-op to the Megadrive. Be prepared to literally fight for recognition in this latest skull-crushing American Football outing on the Megadrive. You have been warned.

SU HIGH



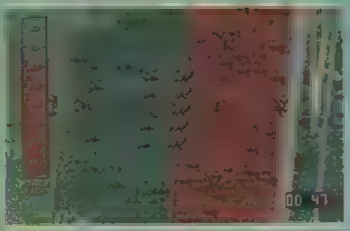
The team on offense have only a few yards to go...

There's a lesson to be learned here and that is if a job's worth doing it's worth doing properly. Like if your teams are going to flatten the offense, they may as well do some damage while they're at it. To let you know just how much pain your team has inflicted, should your team make a noticeably wicked tackle, Super High Impact displays a hit-o-meter. The team's work is rated from grimmy tackle to awesome with a chap who looks like Dave Lee Travis screaming the results out from the screen.



REVIEW

PER IMPACT



Decide which level you want to play at using this screen!

They're going for the kick here, as you can see from that big meter

Players hate to be humiliated. If a team gets trashed by the defense, the fuses of a few short tempers are sure to burn out and a fight begins. More often than not somebody shouts "eat this" and proceeds to lay into anyone wearing a different colour kit to themself. At this point everybody joins in, including you. Each team's fight meter is displayed on screen and the first to reach the top wins the battle. To ensure your team's victory it is necessary to hammer away at the A, B and C buttons as fast as possible, or else witness the hideous gloating of the other team and know that your team are all dweebs.

COMMENT

Super High Impact is very entertaining, but only for a short while. The extravagant presentation of the game is hard to ignore, even the ridiculous fight sequences, hit-o-meter and outrageous tackle routines are sure to raise a laugh. However this says nothing about the depth of gameplay and its chances of sustaining interest past the first day. The fact that the game has been converted over from the arcade says much about its style and presentation. Those looking for something to rival the realism and strategy of Electronic Arts' John Madden master piece won't find it here. Super High Impact contains some interesting features and is playable in a way meant purely for fun, but there is no place for any amount of skill. There are no noticeable differences in the teams strengths or weaknesses so it's just a case of choosing the most appealing kit and getting on with the game. The choice of plays available is restricted to just thirteen offensive and defensive formations, none of which make any significant difference to the game once the ball is in play. This comes as a relief when you consider that the choices of offense and defense are displayed side by side for both players to look at. Don't be fooled by the way this one looks or its easily accessible gameplay. Remember that you don't necessarily need to be an American Football expert to get the most out of John Madden's but the option is there to learn. With Super High Impact there just isn't enough content to carry it beyond half an hour of pleasing aesthetic action. As such it is best to avoid.

REVIEW

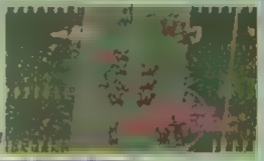
The way in which some of the players on the receiving end of a heavy tackle get taken down is quite worrying. In fact it's a wonder that they ever recover. Players can consider themselves fortunate to get away with their helmet being knocked off when there is the possibility of an unceremonious disrobing at the hands of a rampant linebacker. Shoulder pads, shirt, shin pads and pants get strewn everywhere as the unfortunate lad is left wearing just his underwear to full view of the stadium's spectators.

Ha! A sad attempt at a passing play!

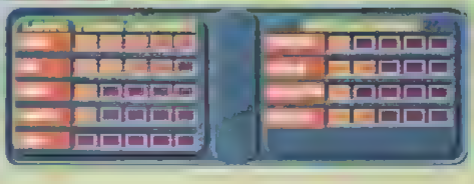
The player's down, but he's made it!

COMMENT

You may remember the feature in John Madden's '92 where friends could team up to play against the computer. Well it's included here too. Player one controls the offensive moves while player two is in charge of the defense. What this amounts to is that player one controls the quarter back and player two the receivers on offense, but player two gets to call the shots when choosing the best defense formations.



An all-action picture here as play commences!



PRESENTATION

89

Arcade quality attract sequences and information screens. Reasonable choice of options.

GRAPHICS

90

Strikingly coloured sprites that perform some amazing tricks and show digitised images.

The sprites are a bit small which makes the action look cluttered.

SOUND

86

Tracks of sampled speech and rousing music to suit the game.

Some of the speech is grating.

PLAYABILITY

61

Very easy to play.

The amount of commands over the basic controls, combined with quite slow responses down to command entry as well as all.

LASTABILITY

32

The extremely limited gameplay and lack of real control means this loses its appeal very quickly indeed.

OVERALL

39

A superbly presented American football game which is totally let down by its limited, dull and shallow action and non-existent gameplay.

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REVIEW

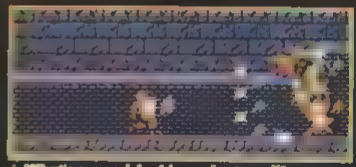
1 PLAYER

GODS

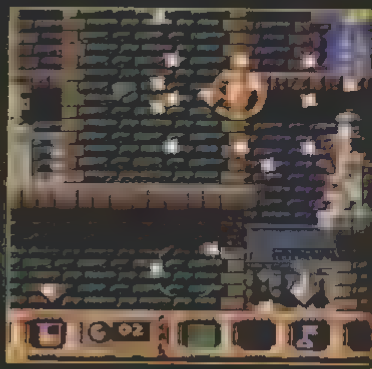
The gods are angry... Very angry. In fact, they're so positively irate about the foul goings-on in a certain Greek city, that they've decided to unleash a hideous plague of foul beasts onto the metropolis. As you might imagine, upon seeing the satanic hordes the city's inhabitants take flight, leaving the place deserted. A hero is required to pack up his most devastating weaponry and enter the infested city, dealing out destruction to any of the demonic minions who cross his path. You are that hero!

What this generally all boils down to you is you strutting around the eight-way scrolling cityscape, dealing destruction to all who cross your path. Unfortunately, your progress is halted by a number of devious puzzles the gods have prepared for you. So, along with your brawn and weaponry skills, your intellect and puzzle-solving capabilities are needed to progress.

Adding to your problems are a number of main beasties that the gods have decided to put at the end of each stage! Watch out and keep blasting or they may spell your doom!



▲ What's a good-looking minotaur like you doing in a seedy dive like this?



▲ Medieval rowing in progress, be warned. Everybody is in the place and all that.

COMMENT

I've only played the Amiga version a couple of times, but even with that little experience I can see this is a much better game. The graphics are slicker, the gameplay faster and the tunes more menacing. The only gripe is the joypad control, which is unnecessarily fiddly and causes frustration at first, but once mastered there's a huge game in there waiting to be discovered. Although it doesn't look packed full of original features, Gods mixes platforming, shooting and puzzling brilliantly to produce a challenging and addictive game that no self-respecting Megadrive owner should be without.

INSTRUMENTS OF DARKNESS

As you progress through the levels you're going to need every single piece of decent weaponry available to you. Here's a selection of some of the instruments of destruction you find on your travels.

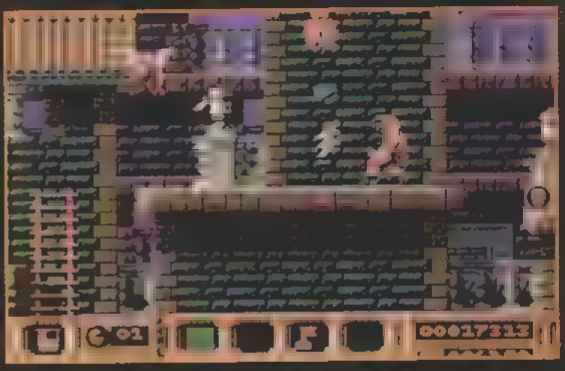
[illegible]: Not very powerful, these weapons are standard issue at the beginning of the game. You won't hold onto them for long though.

[illegible] STARS: Slightly more powerful than the daggers, these are best used by the end of level one.

[illegible]: Interesting range weapons well suited to getting to meanies your other weapons can't reach.

MAGICAL AXES: These drop down below you, despatching any meanies in their path.

[illegible]: High power weapons well suited to the [illegible] bosses found on the later levels.



▲ "Ha... you want to attack me eh? Well, do your worst you demonic fiends! I'm ready for you! Ha ha! Ha ha ha!"

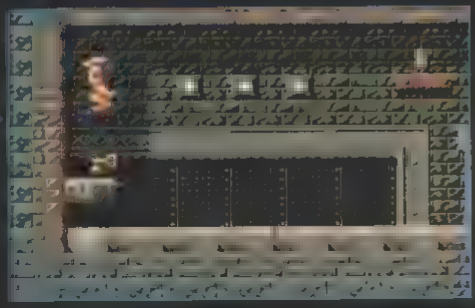
▲ Mind the multi-legged nightmare, Hawkeye.

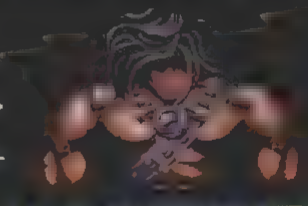
▲ "Erm... shoot daggers at me would you eh? Ha ha! You'll have to do better than that!"

POWER RATING

Each weapon has a power rating. This dictates how quickly it takes your weapon to despatch the enemy sprites. A level one meanie, for instance, is instantly destroyed with a power one weapon like the dagger. Should you attempt the same thing with nasties on the last level, it takes around 12 hits to kill one beast! Power-up your weaponry [illegible] or suffer the consequences!

▲ Once again adopting that heroic stance, the hero of Gods takes time out from solving puzzles and blasting meanies to take care of matters of a more personal nature...





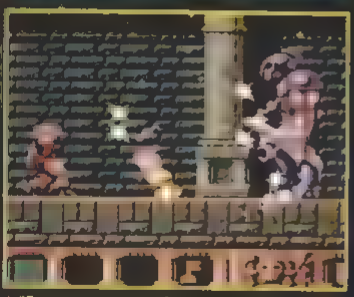
◀ Overcome by excitement, our hero takes to jumping around in a strange manner. Hmm.

THIS MEANS NOTHING TO ME

Some of the tunes in Gods were composed by none other than John Foxx. He was originally a member of Ultravox, but left and went solo and they turned completely sad and commercial, producing "New Romantic" hits like Vienna) and became involved in the early hardcore synthesizer scene. His hits include Underpass and Burning Car.

PRESSING MATTERS

Located around the Gods map are a lot of switches. These switches are used for many different things. In their simplest form, they might just open a door, or cause a problematic spike to disappear in a puff of smoke! On later levels, combinations of levers are required to achieve different effects, be they opening doors or revealing secret passages!

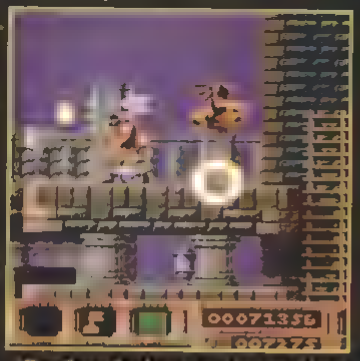


▲ "Now, you want to play games with the master eh? How you're mine! Ha ha! Ha ha ha!"

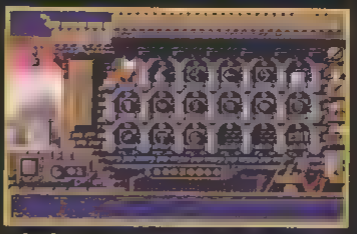
▲ "Carl You'd never have guessed it came from the kitchen reject shop would you?"

I'LL SHOP YOU, I WILL

At the end of each level, the trader enters the city to sell you some gear. The amount of money you have to spend depends on how many cash tokens you've picked up and saved in the previous rounds. Your spondoolics are best spent on the likes of new weaponry and extra lives. Potions are also available to boost the power ratings of your weapons, add some energy to your life meter or buy a familiar! For those who can't guess, the familiar is a multiple (as in Gradius) that swoops around you, attacking meanies! Cool!



▲ Now there's hardness - nothing away from battle and letting the demons wind its back you fool! Your job isn't done yet!



▲ Stock up on your fine weapons, armour and extra lives at the shop. Amazing stuff eh?

COMMENT

I've been looking forward to this one for ages. I thought the Amiga game was decent, let down only by a lack of speed. This is no simple port-over. Renegade have recruited well-known coders Graftgold to do the honours, and they've done a fine job. It's fast, smooth and well executed, with stylish graphics and some very decent music (shame about level one's tune, though. What went wrong?). I did have problems with the control method. Getting on to ladders is a real pain with the joypad and takes ages to get the hang of. Despite that though, Gods is a super skillful game, boasting weeks of arcade action and devious puzzling to keep you occupied. However, Sega Europe don't want to release it for some bizarre reason, so you're going to have to buy an import copy if you want to play it! Doh! Well worth investing in if you're after a game that lasts weeks longer than the dull, easy scrolling shoot 'em ups every other Megadrive game seems to be.

◀ Big dragon jobbie, whoa!

PRESENTATION 80

GRAPHICS 92

SOUND 89

PLAYABILITY 87

LASTABILITY 92

OVERALL 89

A brilliant example of the arcade/adventure genre with loads of challenge - well worth purchasing.

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1 PLAYERS

OPTIONS

ORIGIN

JAMES BOND 007
THE DUEL

It was a tense tea-break for Bond and M at their secret HQ in London, England. The normal old boy-

day. As I am sure you are well aware 007, last night the arch-villain Ernst Blofeld successfully hijacked the yacht being used by the forthcoming Miss World competition. As it transpires all the can-

favourite Miss Brazil, and our own old boiler, Miss UK. It seems they were demanding swish-wear and beach bikinis out in the Solent. However, the main

ur will hold the world to ransom for the beauties. We knew where he is hiding out - a custom built island fortress just off the Scilly Isles.

Locating Blofeld and bringing the hostages back are two completely different matters, so there's wh

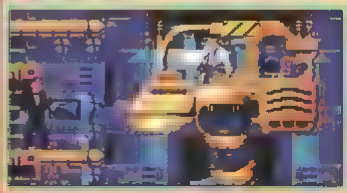
guarantees' our friend Blofeld may have lined up, and what you will act with the greatest propriety towards the girls, here is your file on the base'

The mission notes confirm Bond's worst fears. The island is a massive complex of connected platforms, spread over a huge area, crawling with Group Four security guards. Winning through would test his climbing and shooting skills to the limit. He also realised that destroying the nerve centre of each level of Blofeld's complex would need to be done in order to save the world.

As you may imagine, Bond is back again, and in his way.

COMMENT

I was really looking forward to playing this one. After all, James Bond is an excellent licence and is well-suited to a console game. Unfortunately, I found James Bond 007. The Duel to be lacking in certain departments. First of all, Bond himself is just too unresponsive to work well in the game. The animation is way too slow. When you want 007 to fire, he spends ages lifting his weapon and pulling the trigger. You have to try to predict when guards appear in time for your bullets to hit - hardly a reaction tester at all. The graphics are also quite disappointing. The Bond sprite itself is truly excellent, but some of the backdrops are garishly coloured. What's more, I doubt that Bond would be half as popular with the ladies if he looked anything like his representation on the title screen. Although the action is quite a good laugh once you get into it, you have to realise that there are only four levels. The Megadrive has many excellent platform games available for it, including (as Gus likes to point out), the brilliant Alien 3 - which is much like this, but much bigger and a lot more fun to play.



SHADOW GUARDS, ATTACK!

Bond is under constant

marksmanship to the limit. To balance the odds

with enough ammunition to liberate Bond!

YOU SHALL NOT ESCAPE ME!

use the scenery around him. Just like Rolling Thunder, there are plenty of doorways Bond can

can yield results. On the first level swimming in the sea can get you past some sticky guards. On the forest level climbing along creepers brings you to a hidden platform you can use to your great advantage.

AM I SURROUNDED BY IMBECILES?

Super villains are notoriously picky about the performance of their minions. More than one oafish thug has been fed to the piranhas for failing in their allotted duties. But this time Blofeld has tried to ensure no hitches occur by hiring the best of the past Bond enemies and placing them around his island fortress. On the first level Bond is surprised to find Jaws, the 'gentle' giant of Moonraker, threatening to throw him into the water. On the forest level is the knife-throwing presence of Baron Samedi (Live and Let Die, Next there's a fleeting cameo of Mayday (View to a Kill) and on the final level is the lovable hat-throwing Oddjob from Goldfinger. With this lot Blofeld should have no need to complain.

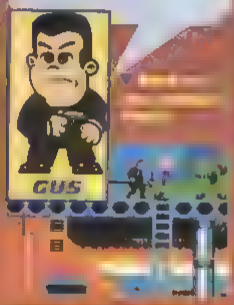
▸ *Bond faces Bones knifey greetings.*

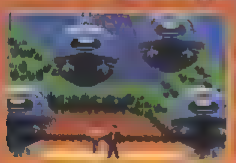
◂ *Will Jim avert Jaws' groping mechanism?*

REVIEW

COMMENT

Early on I detected a similarity between the gameplay here and that of Probe's Alien 3. Substitute girls for prisoners, guards for aliens and you get the general idea. Even the music is reminiscent. It must be a coincidence of course. Sadly though, this is an inferior Alien 3. The graphics are not so much bad as erratic in quality and colouring. The animation on Bond is okay, and the backdrops are fine, but on the whole the effect is bland. The sound is well done. Where the game fails is in the control of Bond himself. Fast responsiveness is essential to games of this type, but too often I found 007 too slow on ladders or jumping out of doorways Ironically, it's the extra animation on the main sprite that seems to slow his reactions. In its favour I have to say the game improves after the frustrating first level, and still retains a high level of challenge. But there isn't as much pace, nor half as many levels as there are in Alien 3. If this dogged comparison of mine seems unfair, playing both games reveals the closeness of game type. James Bond isn't bad, it's just not nearly as good as the best games of its type.





ENJOY MY HOSPITALITY, MR BOND

Bleifeld has laid on some superb 'hospitality' for his guests.
"Perhaps Mr Bond would like to stay a while? Maybe forever."

"You are admiring my yacht? Watch out for that falling submarine, you fool"

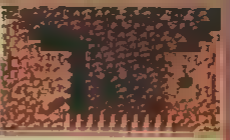
"So you have discovered a way past by leaping over the dinghies?"

"Perhaps you would like to dine with my sharks?"

"Curses, he has jumped overboard to a waiting sub

LATER, IN THE FOREST.

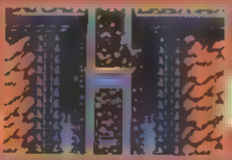
"I hope you will get the 'point' of my spikes, 007"

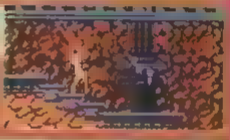


"Would you like to tangle with my tanks?"

THE CAVERN.

"Feeling cold, Mr Bond? Maybe a 'dip' in the lava pools will warm you a little."





"Don't worry about the pe[illegible] it's all up to you anyway!"

PRESENTATION 78

Atmospheric graphics, sound fast and the amazing figure-eight objective test
The fact that there are no continues is a bit of a bummer.

[illegible] 73

A variety of interesting graphic scenes, and good Bond animation.
Switch selecting to places (the yacht) and easy 'dumb-ass' guards.

SOUND 82

A fantastic Bond theme, and perhaps [illegible]

[illegible] 73

A familiar gameplay reforms, [illegible]
Frustrating control problems lead to exasperation.

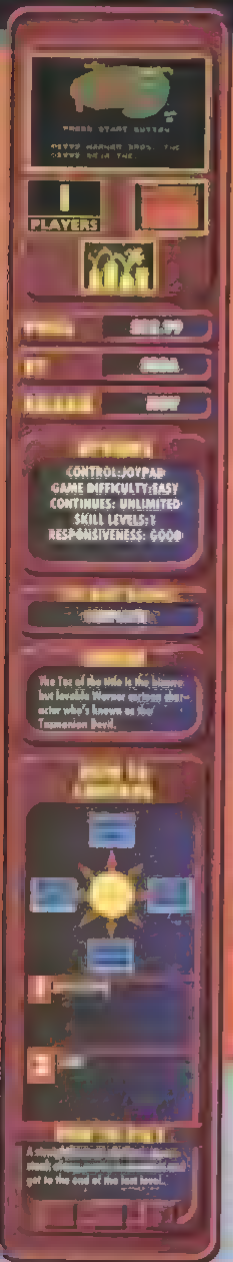
[illegible] 64

The game is very challenging indeed.
Nothing spectacular early on and it's quite frustrating, so you might not feel compelled to carry [illegible]

OVERALL 66

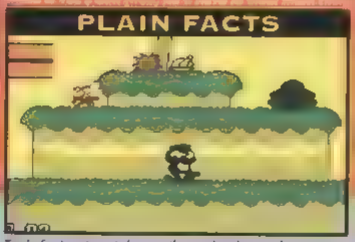
An average game that should go down well with Bond fans. The rest of us will live without it.

In the beginning
there was Void


PLAYERS
CONTROL: JOYPAD
GAME DIFFICULTY: EASY
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
The Taz of the title is the bizarre but lovable Warner cartoon character who's known as the Tasmanian Devil.

TAZ MANIA

PLAIN FACTS



Taz's first outing takes in the wide plains of Tazmania. These gentle undulating areas are not to be tricky to traverse, with only the odd gaping chasm [illegible] to claim Taz. The main hazard are the [illegible] natives to bring about in the middle so. These [illegible] mice, who carry the spears in an aggressive manner, and a particular species of man-[illegible] plant, which has evolved legs, with which to chase his prey.

UM BONGO

Deeper into the interior, Taz explores the island jungles, teeming with [illegible]. The jungles are home to a family of fire spitting [illegible] and Grou sandgoblins. Pottus, which [illegible] some spin correction. Tree serpents also writhe amongst the foliage, so Taz may have to seek protection in the lofty reaches of the tree branches.

Taz contemplates some evil deed.

TAZ ME UPS

following items meet Taz's gastric juices

Chicken has a tradition of life-

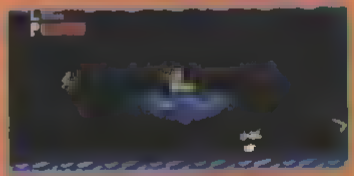
energy-giving p
duplicated here

-UP
The words "One-up" have a long history of giving
holds true here

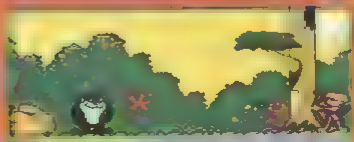
for a time, and you glow a bit.

BOMBS
's a well-known fact that bombs
internal eruptions they give Taz

you a jump boost (as is tradition-



▼ *Taz awaits a safe passage through.*



COMMENT

It's that time again – put the boot into the Master System. However, on this occasion it's done with regret. The time I spent playing Taz Mania was really enjoyable. I think the game itself plays in a superior fashion to the Mega Drive version. But the major flaw of that game has been carried over and Master System Taz Mania is also far too easy. I can't fault the graphics are sound: they're funky with great variety for each level. The layouts for each level and clever, and some of the areas are quite taxing. But there is just far too much chicken being around. If there was less lives, energy and lives thrown about we might have a bit of a challenge. One annoying feature of the Mega Drive, imported here, is the resetting of bonuses for each new life, enabling the accumulation of masses of lives. This is not good game design. Striving to criticise Taz Mania is so irritating, because with a little tweaking all these complaints would be groundless. As things stand, I cannot recommend this great, but very easy game to young children and novices.

CAVERN CLUB

Taz [illegible] Taz [illegible] swept by exploding [illegible] this subterranean [illegible] are home to mysterious [illegible] or furry friend. By this time there are plenty of spikes lining the floor and roof, and plenty of crevasses leading to doom.

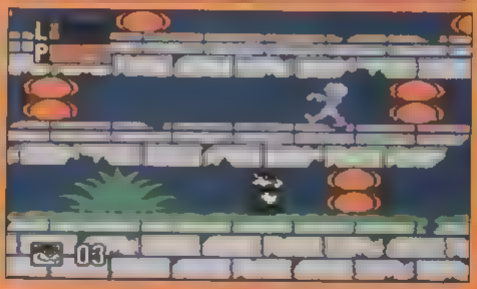
TAZTEC RUINS

The [illegible] are a distinctly dangerous place to inspect. The crumbling, ancient maze of narrow passages and walls that need to be broken through. Even the exit is quite well hidden. The living dead wander the catacombs and corridors without even bothering to take their bandages off. The spooky ambience is shattered by the blowing spirits which float on air. Both these [illegible] can be exposed with a quick [illegible] to the face.

REVIEW

MASTER SYSTEM

SPINTASTIC



FORMATASTIC

Taz Mania is already available on Megadrive and soon on Game Gear. The noteworthy fact is that each format's version of the game is completely different in style and structure.

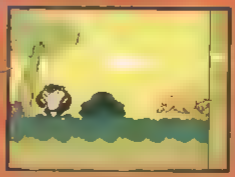
The Tazmanian Devil faces up to a stomping rock demon of doom! Amazing eh?

CHAD VALLEY

You've chosen the level. Now you have to decide the location of the dastardly Spin Dizzy. Maybe he's ran off with Taz's girlfriend and is holding her ransom in a rocky cave. Or Taz's parents have been kidnapped by Bushrat. Of course, only the hardest of critical readers will be able to guess so be prepared for the inevitable rock lizards and the bizarre hopping mad zombies. Taz should be able to survive the first few levels but after that you'll be needing all your skills and a lot of luck to see you through to the very end.

COMMENT

Taz Mania on the Megadrive was a graphically stunning title with some great ideas which were spoiled by the game's lack of challenge. Whilst the Master System version suffers very much from the same problems of the game design as the Megadrive version, there's enough here to keep you occupied for a few hours. Graphically it's quite impressive with some nice touches like the rocks lined text. Sonically it's not quite so impressive with some very annoying tunes and some very poor sound effects. Gameplay wise it's very much like the Megadrive version with the same problems. Lives are far too easy to come by and there's a distinct lack of enemies. Hawever, these aren't enough to spoil the game completely from [illegible] and occidentally. Not superbly [illegible] meaning that it is [illegible] can be completed by an experienced player in a matter of hours. Graphic Master System [illegible]



PRESENTATION 75

▲A few nice touches, like the rock-lined text.
▼No options and a complete lack of skill levels.

GRAPHICS 88

▲Brilliant, bright and bold throughout, with a good cartoonesque feel to scenery and animation.

SOUND 81

▲Nice ditties and sound effects that are just fine.

PLAYABILITY 86

▲Instantly addictive, with a better response than the Megadrive.
▼Markedly easy from the beginning onwards.

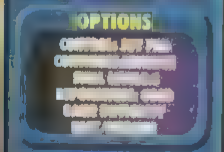
LASTABILITY 60

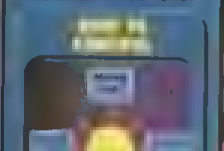
▲It's a big game...
▼...but it's so easy you just waltz through it in hours.

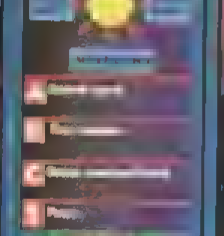
OVERALL 71

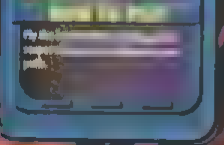
Brilliant looking, highly playable and very enjoyable - but the ridiculous amount of lives and lack of enemies means the game can be beaten in hours.

then there was





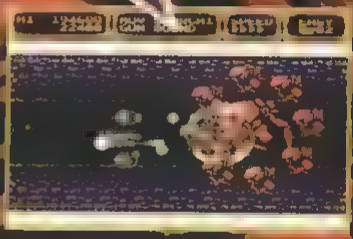


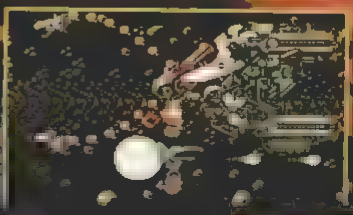


GREYLANC

chap in the street, any pilot who pits himself against a full empire is seen as being a bit fu head. However, the aliens of the univ seem to expect their true Terra to the extent that no empire is complete unless it has at one time or another been ravaged by a one-man death machine. However, this poses something of a problem for the up and coming designer alien empire who might not actually want to invade our solar system, kill loads of people and then have terrible revenge wreaked upon them.

One race [illegible] on a simple solution - kidnapping all of Earth's children and turning them into a section of space filled with heavily armed gunships and blowing them up. This crafty plan would probably have succeeded too, but these [illegible] and forgot to kidnap the most dangerous pilot of all - twelve year old Lucia Cabrelli. In her father's kidnap (crack [illegible] and indignation [illegible] because [illegible] into her top secret CSH-01 Greylancer and sets off for revenge.





REVIEW

COMMENT

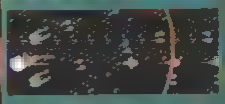
Greylancer treads the well-worn scroll, blast 'n' power-up boards with few new ideas to show off. Its best point is its different firing modes, but what a shame to only allow the player to pick one mode at a time. Cycling through them mid-game would have added a whole new aspect to the otherwise dull proceedings. Another problem is that you spend more time dodging things than blasting, which quickly gets tedious. The game desperately needs more action. But what really killed it all off for me is that the game is very easy to complete. Shoot 'em up fans should breeze through this within a day. The graphics, sound and presentation are all okay, but really Greylancer falls flat in the playability department. If you're after a decent blaster there are loads of better ones that this - Thunderforce III and IV, Hellfire, Gynoug, Bio Hazard are just a few of the alternatives.

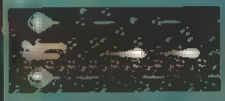
MEEP MEEP VROOM

The Grey Lancer [illegible] advanced. Not only does [illegible] such sophisticated weapon system [illegible] has a variable speed gearbox too! This allows the pilot to alter the velocity of the ship at the touch of a button. Although top speed is the handiest for space combat, there are times when slower speeds are essential. One prime example of this is a section on a later level where a number of rocks fly past and there is only one safe spot on screen. At top whack, the screen scrolls too quickly forcing the pilot to duck out of cover whilst there are still rocks about. More safety conscious drivers have plenty of time before the [illegible] scrolls off screen.

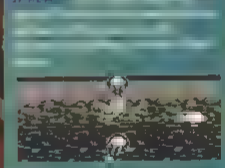
BALLS SHOOTING EVERYWHERE

TWIN



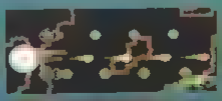


SPREAD



SABRE

BOUND



REVIEW

WHAT DO YOU THINK OF THE PROGRAM SO FAR?

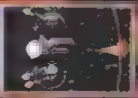
Like that kid's wooden horse in the song Two Little Boys, there's room in the Greylancer for two. Lucia, in her wisdom, has opted to bring her gunner chum Ralf Grey along with her to manage the mass destruction side of things. However, most of the work is done by a targetting computer, which has seven programs, so Ralf's duties are confined to things like locking on aim. However, once a main program has been chosen at the beginning of the game it is locked in until the end of that credit. The programs and their applications are as follows.

NORMAL The gun satellites fire in the direction in which you move the joypad. The aim is locked by the gunner

REVERSE The satellites fire in the opposite direction to which you move the joypad. The gunner once again locks the aim

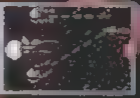
MULTI Each gun has a 180 degree arc of fire cycling away from the ship. This allows two different diagonal or vertical angles to be targetted

MULTI R Basically the same as multi, but each gun cycles through its arc in the opposite direction to that being pressed on the joypad



SHADOW The satellites trace the path of the ship, so this only allows firing to the front of

The guns automatically target the nearest or most dangerous enemies, depending on the program selected in-game by the gunner



The guns revolve around the ship firing either through 360 degrees or to the front only depending on the subprogram selected by the gunner during the course of the action

COMMENT

Calling Greylancer a shoot 'em up is a bit misleading, as it's more of an avoid 'em up than anything. The amount of time spent dodging debris and twisting through tunnels far outweighs that spent shooting things. This is a real pity actually, because it can get extremely tedious. The variable weapons system, although outlined from the start, is quite interesting. That said, the emergency very first moment overlooking things about Greylancer. The graphics aren't that bad, the presentation is fine, and the sound is okay, if nothing special. There are a couple of problems with playability. Firstly, a credit is a long time to wait to change your targetting programs if you make the wrong decision. Pausing during the game seems when the game is paused would be a better idea. Secondly, the effectiveness itself and the opening levels let you ease into it very hard to see just what's going on when the screen fills up. Many level bosses remain unseen thanks to the flame of explosions, and even some others that shouldn't be affected by this screen. However, seen-it-all-before blasts are the most damning point of Greylancer. Although spotting which game each [illegible] quite fun for a while it doesn't excuse the almost [illegible] into this game.

OPTIONS SCREEN

PRESENTATION 92

Lots of options and good presentation throughout.
Running through some of the intermission can get tiresome.

GRAPHICS 70

Some impressive looking bosses and backgrounds.
Sprites and effects are generally poor, and the backgrounds are of inconsistent quality.

SOUND 45

Lots of tunes and effects.
Nothing much else.

PLAYABILTY 63

Quite nippy and responsive.
Unoriginal and the action doesn't take long to get tedious.

LASTABILITY 45

Eleven levels to take on...
...but they shouldn't take more than a day or two to complete.

OVERALL 48

Tries to "remix" a load of old ideas without much success. Thunderforce III or IV, Gynoug, Sky Hazard and Hellfire are all miles better.

and now....

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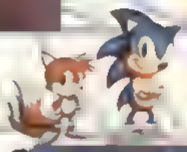

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CONTROL: JOYPAD
GAME DIFFICULTY:HARD
CONTINUES:3-5
SKILL LEVELS:3
SWIFT

An original title from new software house on the block, Wonder Amusement Studio...

Twinkle runs around the four-way scrolling environment shooting everything that moves.

TWINKL

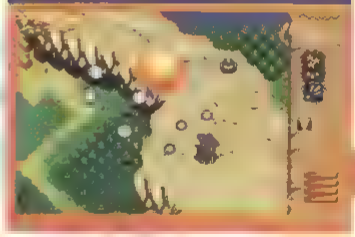
Twinkle Tale. What a lovely name. It inspires visions of fluffy cuddly Care Bears on a mission to help old people and make everyone sick with their candy floss cuteness. True enough, the star of Twinkle Tale is a sweet little girl called Twinkle. However, this is where the jolliness stops. See Twinkle is in fact a child prodigy with an extensive mastery of the arcane arts. Not surprisingly this gets her into all sorts of magic-related scrapes, such as her latest escapade which involves four magic gems.

Thousands of years ago, there were three primal forces embodied in their rawest form as globes of magic energy. One day the three forces clashed and from the resulting explosion a fourth force, that of pure magic, was formed. The blast also had one other effect, which was to transform all four energies into jewels, and from that day each one was guarded by a powerful mage. As is often the case in these situations, the four mages have been kidnapped and the four ultra-powerful magic items have fallen into the wrong hands. It is now up to Twinkle to travel the lengths of the Mystic Kingdom and free the gems before they are used to wreak destruction throughout the planet.

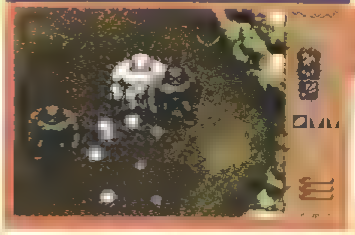
WHAT A BOMBER

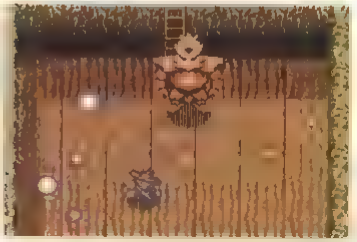
Although Twinkle's main use of magic lies in her primary attacks, her offensive (and magical) capabilities don't stop there. Twinkle is also able to make use of talismans found concealed in chests and statues found along her way. These artefacts, when properly used, unleash a magic force of great power and destruction (they act as smart bombs in other words). There are two different smart bombs for your delectation. The first one, Fire Blast, launches three huge shafts of flame up the screen destroying whatever it hits. The second one, Super Bombs, launch three whirling globes of doom in front of Twinkle which then swirl around the screen killing things. However, if this second weapon is fired in the wrong direction it may just whizz off screen never to be seen again. Only three talismans can be held at any one time, so if you've got your hands full and you stumble across another one don't be afraid to use up a bomb so it's not wasted.

DESOLATE BRIDGE



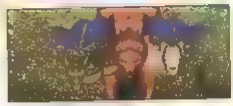
ROCKY CHASM





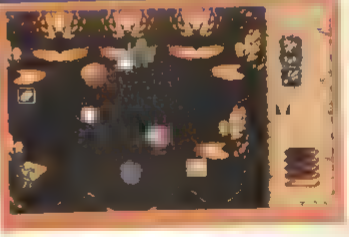
REVIEW

E TALE



This map is divided into seven levels and shows where you are in the Miracle Kingdom. The player starts in the grassland before the rocky chasm and works in a clockwise spiral towards the ivory Palace in the centre. The variety between levels is illustrated here by the four nine levels shown.

UNDERGROUND



SPIDER'S LAIR

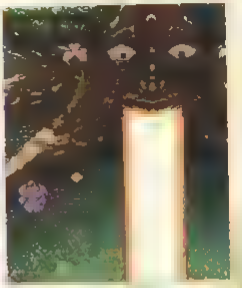
MONSTER SKANK

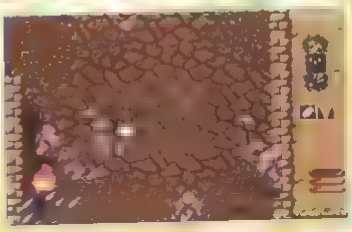
Although the Mystic Kingdom may look nice from afar, it is actually populated with some of the vilest creatures from mythology ever. The standard hordes of goblin archers and knife throwing skeletons aren't exactly pushovers, but they're fluffy kittens compared to some of the beasts found lurking in the middle and at the end of levels. The first gargantuan terror is the Chimera found at the end of level one, with following levels populated by Demon Trees, hydras and a pretty gruesome giant spider, who dies in true arachnid fashion when Twinkle blows its legs off!

COMMENT

Twinkle Tale is certainly a bizarre name for such a macabre shoot 'em up, but then again, at least it avoids all the bloating clichés which we're all so tired of. The graphics are superb, with large, detailed sprites and excellent use of colour throughout. Once you get into the game (ie about halfway through the first level), the playfield starts scrolling in all directions and the danger comes not only from enemies but from rock slides, precarious winding bridges and traps as much as from the plentiful supply of evil monsters. It's this constant struggle to stay alive, which isn't easy with only one life and a three-hit energy bar, which helps make Twinkle Tale such a great cart. Even on the easiest difficulty setting things are pretty tough; on the hardest it's a challenge to match any other on the [illegible]. OK, the [illegible] exactly short on [illegible] ups, but with [illegible] play area and [illegible] gameplay [illegible] twinky and [illegible] try out, provided you're not too embarrassed to ask for it in the shop.

Watch out for the rabid tree of terror!



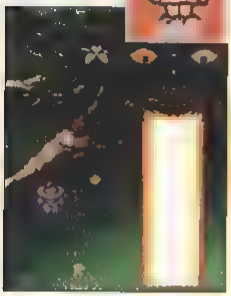


REVIEW

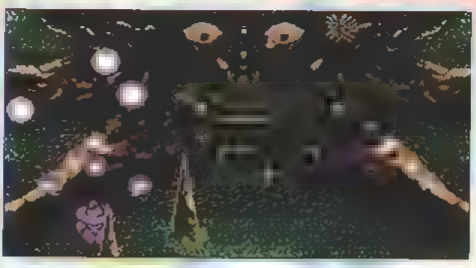
SUMMARY

With a name like Twinkle Tale, you immediately think this is going to be a real wet simpering pansy of a game. But nothing could be further from the truth. No three bells. Twinkle Tale is a challenging blaster which also features great graphics, good tunes, thumping sound effects and plenty of fast and furious action. Although there aren't many different weapons and many levels of power-ups, there are enough enemies and other hazards to keep you more than busy, and the game is certainly big. Don't let the rather lame plot and the fact that the game doesn't feature laser-equipped space ships put you off. Twinkle Tale is one of the best shoot 'em ups I've played on the Megadrive this year.

▼ More free of doom style blasting tomfoolery!

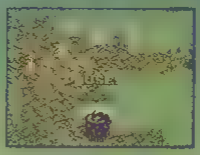


Plenty of targets for young Twinkle here oh readers?



NOT A LOT

As you might expect from such a wizardly sort Twinkle is a bit of a dab hand at the old magic spells. She has three main offensive spells each of which start out quite weak. However, by collecting the appropriate icon she can power up each one twice more. However each icon only powers up one weapon by one level so for a full power arsenal six icons are needed. To make things a bit trickier every time Twinkle takes a hit the weapon in current use loses a level as well as Twinkle losing a notch off her energy bar. The three spells at her command are as such:



Starts life as a pretty measly forward firing twin shot. Upgraded to first three-way and then five way spread patterns with a couple of power ups. Not very powerful but fires quickly and provides blanket shot coverage.

Fires two energy spears straight forward. Powers up to fire three and finally four spears at once. Very powerful indeed, but has the drawback of only firing in a straight line in front of Twinkle and having a fairly slow fire rate.

Fires a single ball of energy which homes in on the nearest target. Power ups allow two or even three balls to be fired at once. Fire rate is OK but it's not exactly a powerful weapon. However it is probably the most useful of the lot allowing Twinkle to dodge without having to worry too much about aiming.

PRESENTATION 90
Gorgeous intros and lots of neat interminutes set the scene.

GRAPHICS 91
Lots of large, clear sprites, loads of colour and great backgrounds.

SOUND 81
Zillions of tunes and effects. Although the effects are good, the tunes can get a bit dull.

PLAYABILITY 90
Fast and responsive with loads going on at all times.

LASTABILITY 89
Pretty tough, with three difficulty levels to challenge blasting fans.

OVERALL 88
A tough and enjoyable game which, although it sounds a bit wet, is one of the best blasters we've played this year.

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FEATURE

LOOKBACK

BUDOKAN

MACHINE
MEGADRIVE
BY EA

Learn the four disciplines - nunchaku, kendo, bo and karate - and fight other masters in the eponymous competition. Not so much an arcade beat 'em up, more a fighting simulation

WHAT WE SAID THEN

JAZ: Recommended to beat 'em up fans looking for a real challenge
MATT: Has a depth and sophistication rarely seen

WHAT WE SAY NOW

JAZ: The lastability is a bit high but the rest of the ratings are fine. This is a tough, but enjoyable game which is full of subtle touches. A true thinking man's beat 'em up
RICH: I'd agree with that - Budokan is still great. What with Street Fighter II being so popular, you'd think that Electronic Arts would release a sequel!

ORIGINAL SCORES

PRESENTATION 88%
GRAPHICS 86%
SOUND 82%
PLAYABILITY85%
LASTABILITY 89%

STRIDER

MACHINE
MEGADRIVE
BY SEGA

Converted from the highly popular coin-op this platform slash 'em up had a huge following and was one of the major Sega releases of 1990

WHAT WE SAID THEN

JAZ: One of the slickest conversions yet seen on the Megadrive
MATT. Stunning in every respect

WHAT WE SAY NOW

JAZ: This is still great, although it's not quite and smooth and slick as I remember. Presentation should stay the same, graphics down to 90% (the animation is a bit ropey by today's standards), sound 81% (it's a bit tinny), playability 92%, lastability 85% and overall 86%. It's still good, but hasn't got enough in it these days to be a Megagame
RICH: I agree. Strider is still very playable today, but there's just not enough in it to warrant the £40 price tag. I actually bought the game when it first came out and completed it the next day... very disappointing. However, I still unearth it for a quick play every now and again (about every six months actually). This would be a great buy for inexperienced players

ORIGINAL SCORES

PRESENTATION 86%
GRAPHICS 94%
SOUND 89%
PLAYABILITY 94%
LASTABILITY 90%

POPULOUS

MACHINE
MEGADRIVE
BY EA

Become a God and control the destiny of your people using your divine powers to help them to eradicate their enemies in this 3D isometric perspective icon-driven game

WHAT WE SAID THEN

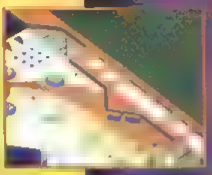
JAZ: One of the most addictive games you'll ever play
MATT: Simply brilliant

WHAT WE SAY NOW

JAZ: This is still as brilliant now as it was then and would get

ZANY GOLF

MACHINE
MEGADRIVE
BY: EA



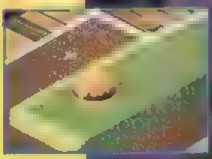
A crazy golf game featuring some of the wackiest courses ever seen

ORIGINAL SCORES

PRESENTATION 83%
GRAPHICS 78%
SOUND 70%
PLAYABILITY 82%
LASTABILITY 68%

WHAT WE SAID THEN

JAZ: Great fun - but don't expect to be playing it in a month's time
MATT: A great game, with fun courses and accurate ball movement



WHAT WE SAY NOW

JAZ: I thought that because of the limited amount of levels, its appeal would wear off quickly, but it's a great game to load up and have a quick play before putting it back into the cupboards for a few months
RICH: This is one odd game that remains unique in the Megadrive range of game Although its lastability is questionable, I still think it's a real laugh and it is available now for £19 99! That being the case, I think the marks are spot-on

roughly the same score However, be warned - the game is definitely an acquired taste and not many players will enjoy its subtleties
RICH: I enjoyed this for a while - until I found out that there was very little difference between the 900-odd levels

That being the case, I grew tired of the game very quickly I'd recommend waiting for Virgin's Mega-Lo-Mania or EA's Powermonger before checking this one out I'd probably award a mark of around 79% to this game now

ORIGINAL SCORES

PRESENTATION 82%
GRAPHICS 91%
SOUND 87%
PLAYABILITY 92%
LASTABILITY 95%

FIRE AND FORGET II

MACHINE: MASTER SYSTEM
BY TITUS

Drive your battle-damaged Doom Buggy around a twisty road, blasting everything in sight!

WHAT WE SAID THEN

JAZ: A must for addicts of highway violence!
MATT: Vroom! Dashing along the road, shooting everything is my idea of fun!

WHAT WE SAY NOW

JAZ: Still in a league of its own, this is the toughest and fastest highway blaster on the Master System
RICH: The blasting action here is as fresh as ever and the feeling of speed is great I think the marks are fine, except perhaps the graphics, which I'd mark down to about 86%

ORIGINAL SCORES

PRESENTATION 81%
GRAPHICS 90%
SOUND 83%
PLAYABILITY 87%
LASTABILITY 79%

ORIGINAL SCORES

PRESENTATION 85%
GRAPHICS 90%
SOUND 85%
PLAYABILITY 81%
LASTABILITY 68%

SPACE HARRIER

MACHINE
MEGADRIVE
BY: SEGA

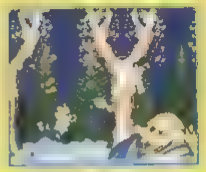
One of the first Megadrive games ever, this 3D shoot 'em up wowed the public back in '89 with its spectacular graphics and great sound

WHAT WE SAID THEN

JAZ: If you like your games to be more than a pretty face, give this a miss
MATT: Fast and furious and great fun, but lacks a variety of gameplay to make it a total winner

WHAT WE SAY NOW

JAZ: I feel the same way about this now as I did then It's fun, but hasn't really got enough in it to make it worthwhile for anyone other than diehard Space Harrier fans - even at its new £20 price point
RICH: Space Harrier never really appealed to me because it all appeared rather shallow to me I think I'd knock 10% off each mark for this game The gameplay is just too repetitive by today's standards.



FORGOTTEN WORLDS

MACHINE
MEGADRIVE
BY: SEGA

A conversion of the popular Capcom shoot 'em up in which you take on the hordes of Bios. It's all standard fare - pick up the power-ups, defeat all the end-of-level baddies and destroy the final guardian to win the game

WHAT WE SAID THEN

JAZ: Give it a go if you fancy a good blast
MATT: A brilliant, addictive game

WHAT WE SAY NOW

JAZ: At the time there were practically no horizontally scrolling blasters available for the Megadrive, but the genre has moved on a lot since then. Graphics down to 82%, sound 73%, playability 83%, lastability 74% and overall 79%. It's fun, but there are loads of better games these days
RICH: Scrolling shoot 'em ups are ten-a-penny on the Megadrive these days Although Forgotten Worlds is still a good laugh it doesn't compare favourably with the likes of Gynoug, Biohazard or Hellfire

ORIGINAL SCORES

PRESENTATION 88%
GRAPHICS 91%
SOUND 79%
PLAYABILITY 88%
LASTABILITY 82%

ESWAT

MACHINE: MASTER SYSTEM
BY: SEGA

Don a heavy metal suit and blast your way through platform levels infested with the scum of society and several super villains.

WHAT WE SAID THEN

JAZ: Anyone who's a half decent player should be able to finish the game pretty quickly
MATT: The playability's the thing though and ESWAT is quite entertaining - for a while

WHAT WE SAY NOW

JAZ: Crapola! This looks awful and plays worse. All the marks should be below 50%. It's well below average these days
RICH: Urgh! ESWAT's horrific graphics, tinkly tunes and utter lack of challenge wouldn't go down very well these days. ESWAT ratings come on down! Graphics, sound and presentation should lose around 15% Playability, lastability and the overall mark should go down by 10%. I couldn't recommend you buying this at all.

ORIGINAL SCORES

PRESENTATION 63%
GRAPHICS 67%
SOUND 59%
PLAYABILITY 73%
LASTABILITY 62%

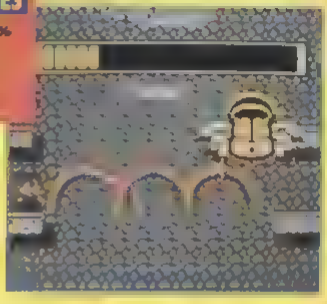
RAINBOW ISLANDS

MACHINE
MEGADRIVE
BY: TAITO

Guide Bub as he runs around the platform environment, firing off rainbows and dispatching the minions of the Boss of Shadow

ORIGINAL SCORES

PRESENTATION 92%
GRAPHICS 89%
SOUND 85%
PLAYABILITY 83%
LASTABILITY 90%



WHAT WE SAID THEN

JAZ: Here's another classy Megadrive conversion!
MATT: Rainbow Islands has all the features of the coin-op and some more besides!

WHAT WE SAY NOW

JAZ: It's a bit easy, but Rainbow Islands is still a fun conversion. The scores are a bit high - mid to low eighties for them all would be about right for now
RICH: You'd have trouble actually finding this game nowadays, which is a shame because it's still quite smart. It does show its age though - the flickery graphics are unacceptable this day and age and the ease of the game in EASY mode doesn't help much either. I'd knock around 10% off each rating

RAMBO III

MACHINE:
MEGADRIVE
BY: SEGA

Guide Rambo around the scrolling environment causing as much death and destruction as possible in this ideologically unsound, but highly enjoyable blaster

WHAT WE SAID THEN

JAZ: Well worth a look if you're into shoot 'em ups - or as Rambo would say, "mmgh rbil mrsh frbsh"
MATT: I was impressed with the general feel of the game

WHAT WE SAY NOW

JAZ: Although the graphics look a bit poor by today's standards, this is still a fun game. The only problem I found was that the official version had unlimited continues which meant you could complete it easily - the Japanese version had limited continues. Graphics 79%, lastability 77% and overall 81%. The rest of the marks are fine
RICH: Yes, Rambo III does look rather dated these days, and the unlimited continues knocks the lastability rating right down. When Sega get around to adding this game to its £20 price range it'll be a bargain.

ORIGINAL SCORES

PRESENTATION 86%
GRAPHICS 84%
SOUND 89%
PLAYABILITY 94%
LASTABILITY 90%

COLUMNS

MACHINE: MASTER SYSTEM
BY: SEGA

Guide blocks, fruit or dice down a well and arrange them into coloured patterns. Keep those blocks from reaching the top or it's game over!

WHAT WE SAID THEN

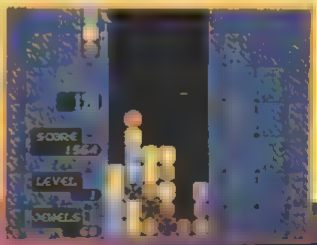
JAZ: Although Columns sounds rather dull, it's the sort of the game that has you coming back time and time again.
MATT: This game manages to be both soothing and completely addictive at the same time!

ORIGINAL SCORES

PRESENTATION 84%
GRAPHICS 78%
SOUND 69%
PLAYABILITY 93%
LASTABILITY 88%

WHAT WE SAY NOW

JAZ: This hasn't aged at all - it's still just as brilliant as it was when it first appeared
RICH: The Master System hasn't seen a game quite like this in the two years since we reviewed Columns. It's in a class of its own - if you haven't got it and like puzzle games, buy it NOW!



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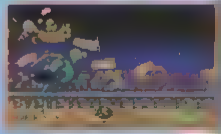
PREVIEWS

WONI

Wondering is Sega's latest hero, making his first appearance on the Mega CD! The basic scenario is pretty simple. A lowly mongrel, separated from his young master following a picnic that went disastrously wrong, is relieved to the world as Wonderdog.

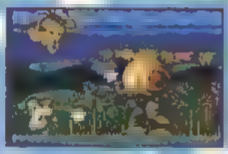
His life's work is traverse the cyberway scrolling platform landscapes, meeting wrongs and clobbering the living daylights out of the myriad of enemy forces that have arrived to cause our canine hero grief. Along the way, young Wonderdog collects wings to restore his energy and reflective bones to boost his score.

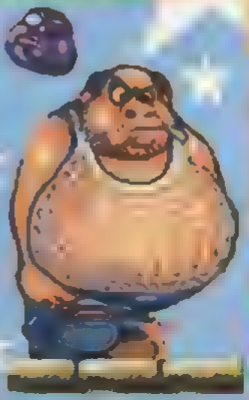
Making life more difficult are the multitude of evil bosses that have mixed their way to the end of each level. It's down to Wonderdog to take on these assailants of evil and send them back to their master... in pieces! Only when all of this has been done successfully will our hero be led before that fearful genie.

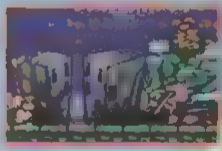


WHO DID IT?

If the name Core Design rings a few bells amongst you lot, we aren't surprised. These guys started by releasing games on the home computers a few years ago, with titles like Rick Dangerous to their credit. Then, they moved on to more sophisticated games like Corvup Jaguar and Chuck Rock. These days, they're well into console development. Having converted Chuck Rock and Corporation to the Megadrive for Virgin Games, their first CD title is none other than Wonderdog! Hurrah!

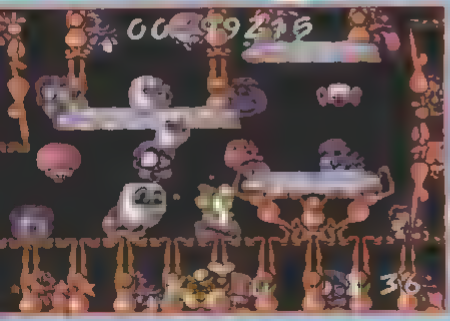






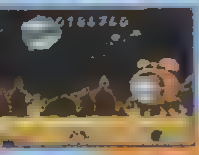
PREVIEW

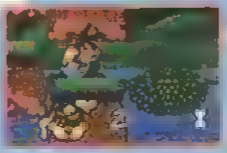
ER DOG

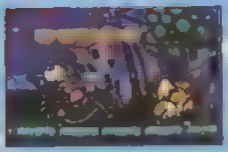


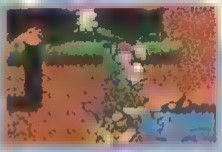
MAGIC STARS?

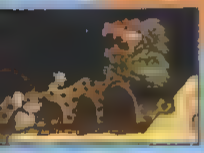
Wonderdog has his own very unconventional form of attack. Instead of barking at them and perhaps viciously mauling them, Wonderdog poses of his foes by powering-up a groovy star that he then unleashes at his bewildered foes!

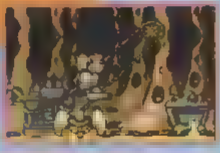


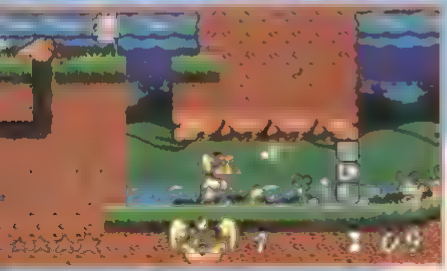












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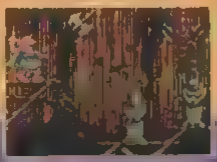
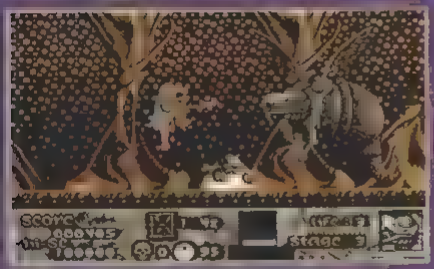
RISKY WOODS

Risky Woods is another conversion of a popular Amiga title this time released by Electronic Arts themselves. The basic idea is that the Evil Force has taken over the kingdom by imprisoning the guardian monks of the ancient knowledge - or something.

What this all boils down to is a scrolling platform game with plenty of running, jumping and blasting. Your task is to dispatch the evil minions and rescue the guardian monks from their terrible fate. Helping you along the way are many chests for you to open that contain bonuses and extra weapons.

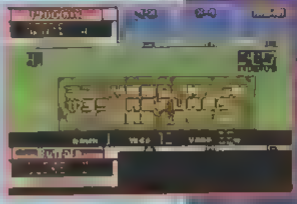
The graphics are excellent, boasting all of the quality animation and definition that made the Amiga game go down so well. But how well does the game play? That's a question that we'll be answering soon, maybe even in next month's issue of MEAN MACHINES.

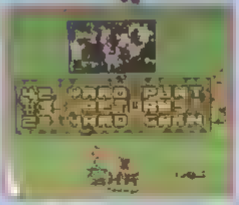




BY:EA | PRICE £39.99 | 1 PLAYERS | RELEASE DECEMBER

JOHN MADDEN FOOTBALL 93





BY:EA | PRICE £39.99 | 2 PLAYERS | RELEASE DECEMBER

Electronic Arts are hoping to produce the definitive American Football simulation in the form of John Madden Football '93. They've taken their award-winning sim, John Madden '92, and added a whole host of exciting new features.

The most obvious addition is the digitised speech that now accompanies some of the more noteworthy plays, and there are some new crowd noises to astound and amaze. Other new features include a[n] 'huddle' offence, and gameplay with individual player (rather than the whole team as it was in '92).

[illegible] up feature, enabling you [illegible] to save [illegible]

[illegible] skimped on new gameplay [illegible] many new moves for the players including head butts, taunting, stumbling, [illegible] the other "whee" (whatever they might be).

So, is it completely brilliant or is it just too similar to John Madden '92 to make it all worthwhile? You'll find out when we review the game in full very soon here in the pages of MEAN MACHINES SEGA.

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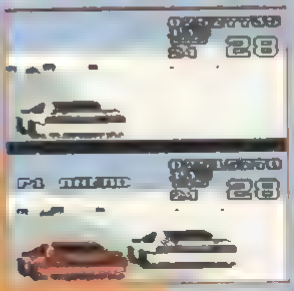

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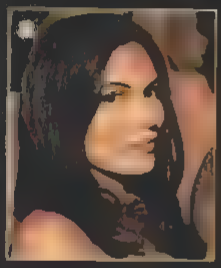

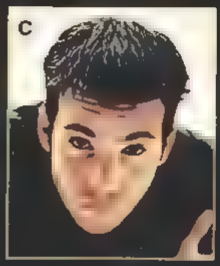

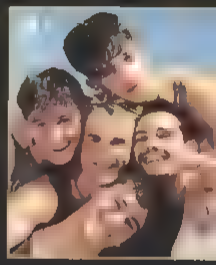

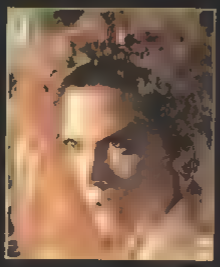

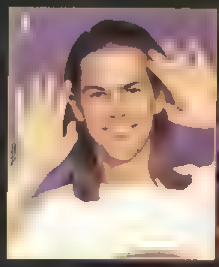

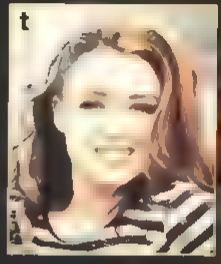

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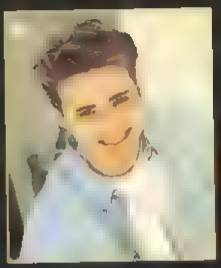
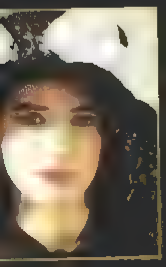

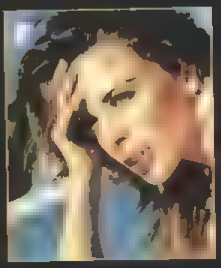

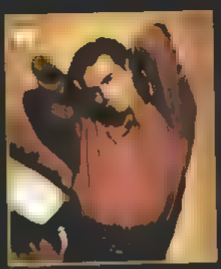
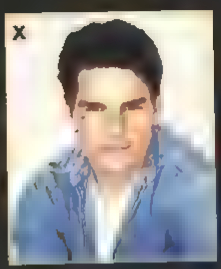

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GAMES INDEX

MASTER SYSTEM

ACE OF ACES
Take on the Red Baron in this WW1-based flight sim/shoot 'em up. Actually, you'd better not... Common shoot'em up problem, poor sound and slow, jerky graphics.
OVERALL 29%

AERIAL ASSAULT
Aerial Assault is a horizontally scrolling shoot 'em up in the mould of MS Formation Soccer and Aerial Assault is quite good too. Its second formation won't take long to complete.
OVERALL 82%

ALEX KIDD AND THE LOST STARS
Alex again. Alex must use his psychic abilities to find seven stars in the sky. Have lots option, several worthwhile, jolly tunes and fun gameplay enough. It's way similar to the other games in the series. Kids fans should take a look.
OVERALL 80%

ALIEN STORM
You are Gordon the hot-dog man on his robot motorbike and you must rid the world of an alien menace in this Golden Axe-style game with about one of everything. Sadly, the graphics are the best thing about the game as the graphics - and there's no need for this one.
OVERALL 38%

ALIEN SYNDROME
Now you blaster was a big arcade hit, and on the Sega it's not bad either. The graphics are of a high standard and it's fairly playable, but the poor overall quality is difficult to see what's coming at you. Not much to make things a bit hard, so only experienced players should go for this one.

ASTRO WARRIOR/PIT POT
A very old one, this, but it's still not bad. Astro Warrior is a decent enough up-screen blaster and Pit Pot is a fun original game which sounds the sort on puzzle sheet. If you can find this for a bargain price it's worth a look.
OVERALL 79%

AZTEC ADVENTURE
Combining the platform of other RPGs as the saga, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague.
OVERALL 38%

BACK TO THE FUTURE II
Most likely you must beat the levels of platforming, jet-skating and passing. That is, if you haven't all ready. Yes, this is a proper movie and it's fascinating to boot. Add the poor gameplay to this and basically - the lot a better.
OVERALL 37%

BACK TO THE FUTURE III
Marty is back! Fantastic game graphics and sound this is a fun game which is ultimately let down by the fact that it only has three levels and doesn't take long to finish.
OVERALL 68%

BANK PANIC
OVERALL 78%

BASKETBALL NIGHTMARE
OVERALL 56%

BATTLE OUT RUN
OVERALL 86%

BLACK BELT

BLADE EAGLE 3D
One of those rare 3D planes games, and this one isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. If you're desperate for a 3D game, by this and - but only then.
OVERALL 51%

BOMBER RAID
Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter and drop bits around trying to with the intent of causing as much damage as possible. It's pretty good fun, but the game isn't all that hard, so although you need to play it a lot at first, it doesn't take long before you finish it and become bored.
OVERALL 71%

BONANZA BROS
A conversion of the ace-ace coin-op, Bonanza Bros. plays much the same as the original, but is far too easy to complete and only has a one-player option. Hell No! For greater cuddlier money see Bubble Bobble.
OVERALL 57%

BUBBLE BOBBLE
Bubble Bobble is one of the best coin-ops ever. Bubble Bobble has all that made it in the Master System. And hooray for enhancements it's great. All the puzzles are here and it's not hard - you won't complete this one overnight that's for sure. There is also slow-down and spoke Robot however, so be

OVERALL 88%

CALIFORNIA GAMES
This really sports the best ski arcade ball-game, four sporting, surfing, skating, BMX riding and frisbee throwing activities are all very pretty impressive, the animation smooth - but it's the overall quality and that makes this a winner. Whenever you play it, it's really compulsive. A must for your Sega.
OVERALL 93%

CAPTAIN SILVER
This dire look 'n' shoot game was originally a coin-op - so it'll come as no surprise that it completely, rampant. The graphics are rare, the sound is weak and the gameplay is...
OVERALL 47%

CASINO GAMES
Casino is a gambling game which offers three games to choose from cards, fruit machines and pontoon. The graphics and sound are also average, it's fairly functional, but the game lacks variety. There are no options or tips to help spice things up and you'll soon find yourself wasting away for your money.
OVERALL 46%

CHASE HQ
The best 'n' worst 'n' worst 'n' bust games is on coming as it was in the arcades, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.
OVERALL 86%

CHUCK ROCK
One of the best platform games on the Master System, Chuck Rock starts slightly easier on its higher, enjoyable gameplay and superb graphics and sound. Well deserving of your hard-earned cash.

GAME INDEX

OVERALL 98%

CLOUD MASTER

OVERALL 73%

OVERALL 96%

OVERALL 94%

BUCKET DIME CAPER

OVERALL 71%

DOUBLE DRAGON

OVERALL 70%

This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the spaceman Phil Pitcher against the masses of enemy ships

OVERALL 68%

Y ZONE II

ALL 81%

FIRE AND

OVERALL 86%

OVERALL 86%

ALL 79%

ALL 88%

back here and time again. A must for golf fans - get your Dad to buy it, he'll love it!

EAT BASEBALL

OVERALL 67%

OVERALL 97%

OVERALL 80%

OVERALL 71%

KENSEIDEN

KLAX

KUNG-FU KID

GHOST

MM SEGA 133

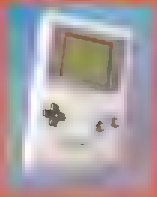
AWESOME PRIZES

SEGA GAME GEAR
0839 36 39 69

WIN WIN WIN WIN WIN WIN WIN

SUPER NINTENDO
0839 36 39 67

GAME BOY



SEGA
MEGA DRIVE
0839 36 39 68

ATARI LYNX
0893 36 39 71

SEGA MASTER SYSTEM II
0839 36 39 72

WIN WIN WIN WIN WIN WIN WIN WIN

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ALIENS 3
BATMAN

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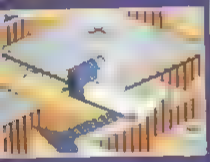
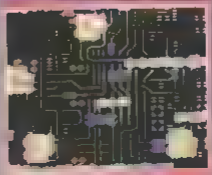
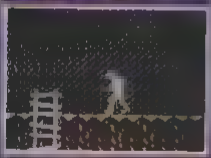




GAME INDEX

OVERALL 71%

SHADOW OF THE BEAST



SPACE HARRIER 3D

OVERALL 79%

OVERALL 41%

SUPER SPACE INVADERS

OVERALL 82%

SUPER TENNIS

OVERALL 64%

THE TERMINATOR

OVERALL 88%

OVERALL 75%

OVERALL 72%

OVERALL 70%

WONDERBOY

OVERALL 88%

WONDERBOY IN MONSTERLAND

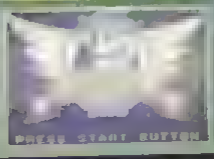
OVERALL 91%

WONDERBOY III

OVERALL 88%

WORLD CUP SOCCER

GAME INDEX



GAME INDEX

[illegible]

Air Buster? [illegible] ... is complete in a 16-bit [illegible] ... Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different with plenty of "depth" - but fun.

OVERALL 88%

AEROBLASTERS

A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.

OVERALL 78%

AFTERBURNER II

All the thrills and spills of the original machine have been included as you fly your fighter through 23 sections of seemingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.

OVERALL 90%

AIR DIVER

Similar to Afterburner, with more variety, but much poorer graphics. The 3D is fast, but the update is jerky and the plane doesn't handle [illegible] There's certainly plenty to do, but unless you're [illegible]

OVERALL [illegible]

[illegible]

[illegible] and wide it's fun to play, with plenty of secret rooms and things to work out. It lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex [illegible]

OVERALL [illegible]

[illegible]

[illegible] ...new to the Megadrive scene will really enjoy the action - experts [illegible]

OVERALL [illegible]

[illegible]

[illegible] enjoyable and very original platform shoot 'em [illegible]

[illegible] up with mythological overtones. The playing area is huge and there are loads of secret rooms to find. Highly recommended.

OVERALL 87%

ALTERED BEAST

"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is the arcade game wasn't exactly a smash-hit [illegible] very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a [illegible]

OVERALL 67%

AQUATIC GAMES

James Pond returns in a rather [illegible] multi-event sports simulation where the jokes are better than the gameplay. It's all too simple, and the events are very easily mastered, leaving this with very little lasting appeal.

OVERALL 61%

ARCH RIVALS

This is a very sad basketball simulation with only four players on the court, pathetic collision detection and mournful controls. The game is far too superficial and shallow to warrant more than an hour's play.

[illegible] 45%

ARNOLD PALMER'S GOLF

This is a pretty decent golf sim. Featuring a variety of options, excellent graphics like 3D viewpoint and [illegible] ... should appeal to golf and sports [illegible] fans [illegible]

OVERALL 85%

[illegible]

OVERALL [illegible]

[illegible]

OVERALL [illegible]

[illegible]

OVERALL [illegible]

[illegible]

OVERALL [illegible]

[illegible] search of things to blow up. It's great fun and is highly recommended if you can find it.

OVERALL 84%

BACK TO THE FUTURE III

A four-level game based on the popular film. The graphics and sound are both excellent, and what's there is fun and enjoyable. The only trouble is that it's fairly easy, and therefore only Megadrive beginners will get full value out of it.

OVERALL 77%

BATMAN

The graphics and sound are truly tremendous and there's a range of thumping good rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so platform experts be warned.

OVERALL 83%

BATTLE SQUADRON

A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.

OVERALL [illegible]

[illegible]

[illegible] shoot 'em up in which you pilot a spaceboat through enemy-infested sectors. The graphics aren't much cop and the gameplay isn't any better, and after a session it all becomes rather [illegible]

OVERALL 45%

BLOCK OUT

This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.

OVERALL 91%

BONANZA BROS

Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.

OVERALL 73%

BUCK ROGERS

Looks and sounds boring, but this massive RPG-style game is far from that. With loads of missions to complete and tons of variety in the gameplay, there's enough pace and action to appeal to everyone.

OVERALL 91%

BUDOKAN

Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your opponents with four different martial arts skills - nunchaku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll [illegible]

OVERALL 89%

BULLS VS LAKERS

A lot like Lakers Vs Celtics in terms of graphics and sound, Bull Vs Lakers is undoubtedly the best of the two, owing to its superior options. Probably the best Megadrive basketball on the market.

OVERALL 83%

BURNING FORCE

Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet bike. It sounds good, but unfortunately the gameplay gets rather repetitive after a while.

OVERALL 76%

CALIFORNIA GAMES

A [illegible] game that features rollerskating, skateboarding, hackey-sacking, BMX-ing and surfing, [illegible]

OVERALL [illegible]

CENTURION

An interesting-sounding but ultimately tedious and frustrating strategy-style game which takes you completely into Roman history fails to provide entertainment worthy of its price tag.

OVERALL 52%

CHUCK ROCK

A brilliant, humorous Megadrive platform game with good character. Its graphics are out-of-this-world, the sound completely brilliant, and the gameplay pretty good too! A must-have for your Megadrive collection.

OVERALL 91%

COLUMNS

Sega's answer to Tetris, this puzzle game is excellent. There's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

OVERALL 88%

CORPORATION

A hugely original 3D espionage game, casting you as [illegible]

OVERALL [illegible]

CRACKDOWN

Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.

OVERALL 65%

CURSE

While Curse is fun to play, it suffers from a lack of originality and levels (there are only five). Try another shoot 'em up like Hellfire or Gynoug.

OVERALL 70%

CYBERBALL

A decent conversion of the multi-player American football coin-op which features robots instead of humans. Cyberball sports neat graphics but has been overshadowed by John Madden's Football. It's not bad, but check out Madden's first.

OVERALL 80%

DANGEROUS SEED

Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up tragedy one to avoid at all costs.

OVERALL 40%

DARK CASTLE

The worst Megadrive game yet seen, Dark Castle is a laughably dire platform travesty whose only [illegible] ... sampled sound. Don't even think about buying this unless you're a demented lunatic.

OVERALL 23%

DARIUS II

A very stylish horizontally scrolling shoot 'em up, which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent [illegible]

OVERALL [illegible]

DARWIN 4081

A conversion of the rather obscure vertically scrolling shoot 'em up. It's fun for a while, but there's nothing new on offer that puts it ahead of any other [illegible]

OVERALL [illegible]

[illegible]

A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites and backdrops. Platform fans will love it - if you're one, check [illegible]

GAME INDEX

Quest.
OVERALL 82%

DESERT STRIKE
The thinly disguised sim of this game is to take control of an attack helicopter and do what the ground forces should have done 12 months ago and dispose of Saddam Hussein and his forces. It's one of the best shoot 'em ups ever written, packed full of weapons and features, and is a game that no megadrive owner should be without...
OVERALL 94%

DICK TRACY
A sort of Sidekick-style game with massive guns. Dick Tracy is a shoot-happy and addictive action game which should appeal to fans of the movie and gameplayers alike.
OVERALL 89%

DINOLAND
A jolly, but fairly unchallenging platform simulation which is let down by tacky and unrealistic ball sound. If you're a platform fan, look out for this! Crude, which is what better than this.
OVERALL 53%

DJ BOY
DJ Boy is a beat 'em up on wheels, and while it's great fun to play, it suffers from one flaw - it's too slow easy. For side-up fans only.
OVERALL 78%

DONALD DUCK
The action in this graphically superb platform game is fairly slow, but it's nonetheless an enjoyable game which should appeal more to beginners than...
OVERALL 83%

DOUBLE DRAGON
The conversion of the best two on classic is complete perfect... except that it's too easy to beat. So unless you're a complete beat 'em up nutty, this isn't much...
OVERALL [illegible]

DOUBLE DRAGON
A greedy version of the arcade hack 'em up which features huge graphics and sound and bland gameplay. Ugh.
OVERALL 30%

DRAGON'S FURY
A monstrous-looking pinball simulation which is packed with features. The ball movement is also already excellent, and the general game "feel" makes...
...silverball time. Look out for the Awesome super-...
...of Dead Guy!
OVERALL 90%

DYNAMITE DUKE
One of the few Operation Wolf-style games available for the Megadrive, this edition plenty of shooting fun and bullets, but is ultimately let down by the lack of challenge. Once again, only newbies real...
OVERALL 73%

One of the best sports simulations available - mix it at your peril.
OVERALL 94%

ELEMENTAL MASTER
A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an addictive blast. The gameplay is very enjoyable, but the problem is that there are too few levels, and they're not that difficult to beat.
OVERALL 78%

EL VIENTO
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
OVERALL 80%

EMPIRE OF STEEL
An excellent horizontally scrolling shoot 'em up, boasting superb graphics and great atmospheric sound. Unfortunately, the game is ruined by the absurd difficulty level. You should be able to finish the game on your first sitting. The game is also known as Steel...
OVERALL [illegible]

[illegible]
[illegible]OW! is a rapid-click platform shoot 'em up which simply oozes quality. The graphics, sound, backdrops and sprites are excellent, and the sound is great. Combine these with challenging and highly addictive gameplay, and you've got a game that's a must for collectors.
OVERALL 92%

EURO CLUB SOCCER
Megadrive soccer games have a history of being poor, and this effort does little to address the situation. Although the graphics and sound are very good, the gameplay is let down by low player intelligence, poorly written definition and cartoonish commentary. In the [illegible] old saying goes, "my bollocks to...
OVERALL [illegible]

EVANDER HOLYFIELD "REAL DEAL" BOXING
What looks like a decent enough boxing game is let down by a small, boring, jerky sprite and with rubbish animation. There are loads of options, but the game is just too dull to be worthwhile. The £49.99 price tag looks another nasty [illegible]

F-22
This fighter combat simulation is very superficially packed with options and features, there are only [illegible] is just even the most elite of pilots. Not a mission computer so you can create your own, the absolute need for anyone who's ever wished to be a fighter pilot.
OVERALL 93%

FAIRY TALE ADVENTURE
A dull role-playing game which looks rather [illegible]. There are plenty of better games of this type, so look elsewhere.
OVERALL 49%

FANTASIA
The sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but really dull sound and poorly designed, bland and frustrating gameplay. Overall is a game that has very little appeal. A [illegible] theme game in the wrong sense of the word.
OVERALL 49%

FASTEST ONE
[illegible] Megadrive racing game [illegible]
OVERALL 39%

FATAL LABYRINTH
[illegible] a role-playing game which looks like a [illegible] a promising start, but ends up with a [illegible] Even the graphics are poor. The RPG aspect is dull and limited and the...

slow, boring action fails to offer any thrills and spills.
OVERALL 51%

FATAL REWIND
Better known as Killing Game Show, this is a very fast and furious platform game which, unfortunately, has a serious flaw in its execution. Setting every level to high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
OVERALL 83%

FERRARI GRAND PRIX CHALLENGE
Well presented, with some serious options, it's unfortunately ruined by the fact that the actual game is extremely dull. The 3D update is useful over the gameplay is extremely dull. Don't buy this.
OVERALL 45%

FIGHTING MASTER
Limited with one-player, but superb in two-player mode, this beat 'em up allows the players to choose one of twelve different characters and beat the crap out of each other. It's a really fun game and is highly recommended - but do bear in mind that you do need two players to get the most out of it.
OVERALL 81%

FIRE MUSTANG
The F-47 does is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few missions it all becomes dull and predictable.
OVERALL 59%

FIRE SHARK
Also known as Toggi Twin Tunes, this is the latest from certainly exciting shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark). Although it's great fun, taken from being too easy to complete. Perhaps one for the purists!
OVERALL 59%

FLICKY
This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simple to, but for some reason the action is incredibly [illegible] and addictive. Check it out!
OVERALL 88%

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOX
[illegible]
On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is that the boxing moves are limited and there are only four different opponents. It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more.
OVERALL 69%

FLYING SHARK
Up the screen you go in this vertically scrolling shoot 'em up, with plenty of action on offer. Like other Toaplan conversions, it's easy to finish on the easy level, but offers plenty of challenge on [illegible]. Check it out if you're into [illegible]
OVERALL 82%

FORGOTTEN WORLDS
Forgotten Worlds is a good looking and fast [illegible] of blaster, with plenty of action on offer. Like other Capcom conversions, it's easy to finish on the easy level, but offers plenty of challenge on [illegible]. Check it out if you're into [illegible]
OVERALL 82%

[illegible]
An [illegible]-looking game, [illegible] to be an [illegible] beat 'em up, but is actually a [illegible] with an [illegible] to the Megadrive and is highly recommended as a [illegible] but also an [illegible] after a short [illegible]
OVERALL 84%

GAIN GROUND
A very common conversion of an obscure and [illegible] early arcade game which features the average graphics, rubbish sound and boring gameplay of the [illegible]
OVERALL 43%

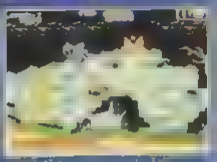
GALAHAD
An excellent arcade adventure in the mould of Shadow of the Beast, Galahad is blessed with [illegible] graphics and stunning sound. The gameplay is a good fun, with plenty to do and loads of levels to [illegible]. A very fantastic Megadrive hit.
OVERALL 86%

GALAXY FORCE
A very disappointing conversion of Sega's monstrous coin-op. The 3D effect is poor, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this sort, try Space Harrier II.
OVERALL [illegible]

GAMES:WINTER CHALLENGE
Predictable to eight Olympic events (speed skating, downhill, luge, cross country, [illegible], [illegible], giant slalom and ski jump) in this fine winter sports [illegible]. The graphics are a bit pants, but overall this is a fine game that's highly recommended to sports [illegible]
OVERALL 88%

GHOSTBUSTERS
Featuring luverious cartoon-style graphics - some of the [illegible] level ghosts are truly superb - and some excellent tunes, Ghostbusters is a pleasant game which will keep you amused for some hours. If you don't already of an [illegible], try this one out.
OVERALL 82%

GHOULS 'N' GHOSTS
Ghouls 'n' Ghosts is a stunning conversion of the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly [illegible] quest, and is a must for your Megadrive [illegible]
OVERALL [illegible]



GOLDEN AXE
Golden Axe is a perfect replica of the [illegible] but has what are considered features in the [illegible] of non-arcade [illegible] options, a [illegible] and [illegible] as well as extra levels which didn't appear in the arcade version. All together it's one of the best [illegible] conversions ever seen. A classic!
OVERALL 96%

GOLDEN AXE
[illegible] a real Golden Axe it is proper [illegible] of the [illegible] game. It features the same [illegible] but [illegible] and [illegible] and [illegible] and

GAME INDEX

OVERALL 74%

OVERALL 77%

OVERALL 83%

OVERALL 93%

OVERALL 85%

KRUSTY'S SUPER FUN-

OVERALL 32%

OVERALL 89%

M1 ABRAM'S TANK

OVERALL 89%

MIGHT AND MAGIC

FOOTBALL

OVERALL 72%

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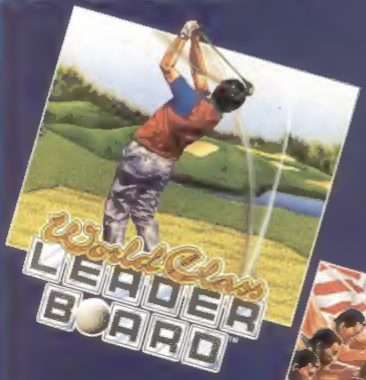

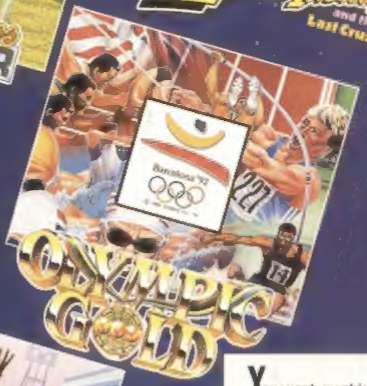

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